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Rules of the Game of Rink Hockey



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Rules of the Game

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CHAPTER I

THE GAME OF RINK-HOCKEY – DEFINITION AND SCOPE

ARTICLE 1

THE GAME OF RINK-HOCKEY

1. The game of Rink-Hockey is played on a rectangular rink with a level and smooth surface, between two teams of 5 (*five*) players each, one of which is the goalkeeper. The players must wear four-wheeled quad skates, and use a stick to play the ball.
2. At the start of the game, the teams occupy the half of the rink designated to them by the toss of the coin. After the half-time break, direction of play is reversed. The players try to score a goal introducing the ball in the opposing team's goal cage, with the help of the stick only.
3. Matches are played on indoor or outdoor rinks, in most weather conditions, by day or night, with natural or artificial light.
4. One or two Main Referees are in charge of enforcing the Rules of the Game. They are assisted by the Assistant Referee, officially designated, who directs the Timekeepers table, which is situated centrally, outside the rink, near to the fence.

ARTICLE 2

REGULAR PLAYING TIME

1. In the category **UNDER-15 MALE**, effective playing time is 30 (*thirty*) minutes, divided over two periods of 15 (*fifteen*) minutes each.
2. In the categories **SENIOR FEMALE, SENIOR MALE, UNDER-20 MALE** and **UNDER-17 MALE**, effective playing time is 40 (*forty*) minutes, divided over two periods of 20 (*twenty*) minutes each.
3. In all national and international clubs' events and competitions, the organising body concerned – *Continental Confederation or National Federation* – is allowed to deliberate if matches are played with different playing times than established above in this Article. However, the maximum length of 50 (*fifty*) minutes effective playing time, divided over two periods of 25 (*twenty-five*) minutes each, shall not be exceeded.
4. In all categories, there is a 10 (*ten*) minutes interval between the end of the first period and the start of the second period of play.

ARTICLE 3

REFEREEING ERRORS – CORRECTION PROCEDURES

1. The conditions to be observed concerning the refereeing of international and national competitions are duly set out in Chapters II and III of the Technical Rules of Rink Hockey, considering that:
 - 1.1 The Main Referees are absolute judges on the rink and their decisions related to the game must always be made with impartiality and abide strictly by the Rules and Regulations in force.
 - 1.2 In exceptional situations of play not properly explained by these Rules, the Main Referees will decide according to their conscience. They have the right to interrupt the game every time they deem necessary.
 - 1.3 Whenever – *while play is not active* – the Main Referees address the Assistant Referee to clear up a question in the areas adjacent to the Official Table – *inside as well as outside the rink* – it is not allowed the presence of any player or team member, except if there is the previous authorization from the Main Referees.
2. When it is perceived that – *by mistake of a Timekeeper, Assistant Referee or Main Referee* – an error was made in the direction of the game, the Main Referees must immediately stop the game – *if this should be the case* – and go to the Official Table in order to agree with the Assistant Referee and the Timekeeper which are the correction procedures to adopt, as well as the time that remains to be played as a result of the specific situation that was detected.
 - 2.1 If the irregularity occurred outside the rink – *either noticed by the Assistant Referee himself, or notified to him through a complaint presented by a team's delegate* – the Assistant Referee, at the next natural stop in the game, will call the Main Referees to her/his presence and inform them of the incident.
 - 2.2 In any case, the Main Referees will only apply the correction procedures explained in the following paragraphs if the incident was detected within the maximum of a 5 (*five*) minutes period, after its occurrence.
3. If the incident perceived has direct or indirect effect on the course and/or result of the game – *not noticed irregular substitution, excluded or suspended player who unduly participated in play, 10th team foul not sanctioned with a direct free hit, etc.* – the Main Referees must always to review the facts among them and to agree on a decision, either to ensure the corrections they deem pertinent or, alternatively, to go on with the game without introducing any changes in its course.
 - 3.1 When pertinent, the correction procedures may imply technical penalties and/or disciplinary punishment of offenders and their teams.
 - 3.1.1 Consequently, the Main Referees must ensure, previously, that the clock is repositioned at the time of play that remained to go at the moment when the irregularity and/or error occurred.
 - 3.1.2 Safeguarding what is established in paragraph 3.3 of this Article, shall be cancelled all the game actions – *including any goals* – that occurred within the period of the incident that has caused the correction procedures to be introduced by the Main Referees.



- 3.2 Correction procedures outlined in paragraph 3.1 above can never cancel a direct red card, but only with regard to disciplinary action of offenders, bearing in mind that remain cancelled the sanctions related with their respective teams, either of a technical nature (*direct free hits or penalties will be cancelled*), or of disciplinary nature (*the power-play related with the red cards in question will be also cancelled*).
- 3.3 Consequently, the restarting of the match will be ordered by the Main Referees as follows:
 - 3.3.1 If the Main Referees has judged that there is no correction to apply, the recommencing of the match will be ensured in function of the interruption that took place to clear up the situation.
 - 3.3.2 If the Main Referees has judged that some corrections procedures should be introduced, the recommencing of the match will be ensured in function of the specific decisions to be implemented.
4. Except for paragraph 4.2 of this Article, when – *by mistake of the Timekeeper and/or Main Referees* – a period of the match is terminated before the full end of the exact time of play, the Main Referees will order – *when necessary* – the teams to return to the rink and they will restart the game with a face-off, to be conducted at the centre spot of the rink.
 - 4.1 After previous accordance with the Assistant Referee and the Timekeeper, the Main Referees must ensure that must be restored on the clock the information on the time of play that remains to go.
 - 4.2 The Main Referees will only order the game to recommence when this would happen within maximum 5 (*five*) minutes counted from the moment when the period of play in question was terminated.
5. Eventual or alleged irregular situations and/or major errors occurred during the match will always be reported by the Main Referees in a Confidential Report, detailing their nature and the grounds of their decisions, either when correction procedures were applied, either when no changes occurred to the normal course of the game.



ARTICLE 4

REFEREES' DISCIPLINARY ACTION

1. In the exercise of their disciplinary action, the Main Referees will make use of the following procedures and penalties:
 - 1.1 Verbal warning, for minor misconduct or inconvenient attitudes.
 - 1.2 Blue card, followed by procedures specified in paragraphs 2.1 and 2.2 of Article 26.
 - 1.3 Red card, followed by procedures specified in paragraphs 2.1 and 2.2 of Article 27.
2. When a player or another team member was expelled by the Main Referees before the start of the game, this player or team member may be replaced on the official Match Report, without prejudice of the Main Referees, as it is their duty, to draft a detailed report on the facts that determined this expulsion.
3. When a player or another team member is expelled by the Main Referees during the interval of the match, the Main Referees will ensure – *when play is started again* – the procedures set out in paragraphs 2.1 and 2.2 of Article 27 of these Rules.
4. The Main Referees must exercise strict disciplinary control of the team members on the reserve bench – *they will be helped in this by the Assistant Referee* – not allowing that more than 3 (*three*) members remain standing, and never omitting to punish, with justified severity, all protests or gestures that reveal public discordance with the Main Referees' decisions.
 - 4.1 With regard to the Main Coach of the team, the Main Referees must allow an "elucidating conversation" to take place with them on their decisions, as long as it is done with correctness and its duration is short. They will not allow it to become a long conversation or a public protest instead of an elucidation.
 - 4.2 However, with regard to the other team members on the reserve bench, the Main Referees will allow no conversation and must sanction those who gesticulate with their arms whether they stand up from their seat or not.
 - 4.3 Any member on the bench who stands up must be – *at least* – verbally warned by the Main Referees. This must be done publicly and clearly, addressing the offender and – *in case she/he already sat down* -- require her/him to stand up and – *using the appropriate signs* – warn her/him that she/he may not repeat the same infraction under pain of being sanctioned with:
 - 4.3.1 A blue card, if the recidivist is a goalkeeper, a floor player or the Main coach, followed by procedures specified in paragraph 2 of Article 26.
 - 4.3.2 A red card, if the recidivist is any other member of the team, followed by procedures specified in paragraph 2 of Article 27.
5. In the final part of a match more complicated situations are liable to occur. It is important that the Main Referees do not loose proper sight of the facts and take decisions with serenity, not hesitating – *whenever necessary* – to exchange briefly views with each other in order to deliberate which is the best decision, namely when there are disorders or general protests it is advisable that the Main Referees support each other and maintain communication.
6. **TEMPORARY SUSPENSIONS – PENALISING INFRACTIONS**
 - 6.1 Temporarily suspended players and goalkeepers must sit out their penalty on the chairs placed to that effect near the Official Table. In no case are they allowed to sit on the reserve bench of their team.
 - 6.2 If paragraph 6.1. of this Article is infringed, the Assistant Referee will avail a stoppage in the game to notify the Main Referees of this offence, who will immediately order her/his definitive expulsion of the game, showing her/him a red card.



- 6.3** If – *in addition to the infringement of paragraph 6.1 of this Article* – the suspended player or goalkeeper unduly enters the rink – *replacing a team-mate before having fully set out her/his suspension* – the Assistant Referee will immediately operate a sound signal to warn the Main Referees of the offence as to – *immediately interrupt the game, if the case* – and take the following measures:
- 6.3.1** Showing two red cards, expelling not only the offending player or goalkeeper for the remainder of the match, but also the Main Coach (*or in her/his absence and in the following order, the Assistant Coach, one of the Delegates or the Captain on the rink*).
- 6.3.2** The offending team will play in power-play, according to paragraph 3 of Article 10 of these Rules.
- 6.3.3** The match will restart as follows:
- If the match was stopped by the Main Referees by right of the offence in question, a direct free hit will be awarded against the offending team.
 - If match was already stopped before the offence took place, the restart of the match will be done in function of the action that motivated the stoppage.
- 6.4** If a player or goalkeeper unduly enters the rink when her/his team is playing in power-play – *before having received permission from the Assistant Referee* – the Assistant Referee will immediately operate a sound signal to notify the Main Referees of the offence who may interrupt play immediately – *if the case* – and, immediately afterwards, apply the measures already indicated in paragraphs 6.3.1, 6.3.2 and 6.3.3 of this Article.
- 6.5** If, however, the player or goalkeeper entered the rink on a mistake of the Assistant Referee – *which he recognised and notified to the Main Referees* – the Main Referees will ensure the procedures as in paragraph 3 of Article 3 of these Rules.
- 7.** On the official Match Report must be registered only the disciplinary measures taken by the Main Referees with regard to blue and red cards shown.
- 8.** With regard to each direct red card, the Main Referees will draft a Confidential Report, in which they will describe, clearly and rigorously the situations and circumstances that led to the expulsion of the offenders.

ARTICLE 5

GAME TIED – PROCEDURES TO CONSIDER



Whenever a game ends in a tie and it is necessary to determine which the winning team is, the Main Referees will proceed as follows.

1. EXTRA-TIME TO UNTIE THE GAME

- 1.1** A player who is still serving suspension at the end of regular playing time must serve her/his full suspension time before being allowed to participate in the extra-time.
- 1.2** In all categories, there is a 3 (*three*) minutes interval between the end of regular playing time and the start of extra-time. A new draw takes place for the choice of the half rink.
- 1.3** Without prejudice of paragraph 1.4 hereunder, extra-time will have the following duration:
- 1.3.1** Extra-time is 5 (*five*) minutes, divided over two periods of 2 (*two*) minutes and 30 (*thirty*) seconds each, in the matches of the **UNDER-15 MALE** category.
- 1.3.2** Extra-time is 10 (*ten*) minutes, divided over two periods of 5 (*five*) minutes each, in the matches of **ALL THE OTHER CATEGORIES**.
- 1.4** Extra-time is over when one of the teams scores a goal (*“golden goal”*). This team is declared winner. The Main Referees will whistle to validate the goal and immediately end the match, the “centre pass” not having to be executed.
- 1.5** At the end of the first extra-time period, a 2 (*two*) minutes interval is granted, during which the teams switch ends on the rink and on the reserve bench.



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2. SERIES OF PENALTY SHOTS (SHOOTOUT)

When, at the end of extra-time, the score remains even, the winner shall be decided by means of penalty shots – *as many as necessary* – according to the following procedures:

- 2.1** The Main Referees will toss a coin on the rink, in the presence of both team captains, to determine which goal cage is to be used for the penalty shots, and which team starts the shootout.
- 2.2** The penalty shots executed to untie a match must be taken with a single shot straight at the goal cage. No second charges are allowed.
- 2.3** For the shootout, teams may use any of their players registered on the official Match Report, except those who have been expelled or who – *at the end of extra-time* – are still serving a temporary suspension.
- 2.4** The team that has scored more goals at the end of the shootout will be declared winner.

2.4.1 FIRST SERIES: FIVE PENALTY SHOTS

Different players of each team execute, by turns, each of the penalty shots, taking into account paragraph 2.4.2 hereafter. Each team's defending goalkeeper may always be the same.

- If a team has less than 5 (*five*) players apt to take the penalties, the shots will be executed, by turns, by the players available to that end.
- If before both teams have completed their five shots each, one of them has scored more goals than it will be possible for the other team to obtain with the number of shots left, the Main Referees will end the game and declare winner the team that has scored more goals.



c) When, at the end of the first series of penalty shots, the score is still even, the winner shall be decided as follows.

2.4.2 SECOND SERIES: SUCCESSIVE PENALTY SHOTS

Each team takes, by turns, one penalty shot until one of the teams fails to score and the other scores. The scoring team is immediately considered winner.

a) In this series, one player may take all the penalty shots for her/his team. Also the defending goalkeeper may always be the same.

2.5 It is not necessary to order a centre pass for the Main Referees proceed to the validation of a goal scored during the penalty series played to undo a tie.



ARTICLE 6

PRELIMINARY PROCEDURES

1. The Main Referees and the Assistant Referee must present themselves at the match properly equipped and enough time in advance so as to ensure that the matches start at the fixed hour.
2. Up to 10 (*ten*) minutes before the game, the Main Referees must proceed to the toss of a coin, in the presence of the team delegates and/or captains, to determine positions on the rink.
 - 2.1 The delegate or captain of the team winning the draw has one of two options:
 - 2.1.1 The choice of the half-rink her/his team will use in the first period, leaving the opposite team taking the stroke that starts the game;
 - 2.1.2 The choice of taking the stroke that starts the game, leaving the other team the choice of the half-rink it will use in the first period of the match.
 - 2.2 After this the Main Referees will pick out a ball among several presented by the team delegates or captains, bearing in mind:
 - 2.2.1 The "home" team, or considered as such, must supply a sufficient number of balls for the game.
 - 2.2.2 The "visiting" team has the right to submit other balls for the Main Referees to choose.
3. The rink must be available for the teams' warming up at least 20 (*twenty*) minutes before the time officially scheduled for the beginning of the game.
4. Immediately before the start of the game, the Main Referees will perform a formal salute to the public. This salute will take place to one side of the rink only, in front of the area reserved for the official bodies, even when they are not present.
 - 4.1 In addition to the Main Referees, all players who will begin the game must participate in the salute. The presence of reserve players is optional.
 - 4.2 During the salute, except for paragraph 4.3 of this Article, the Main Referees and players who take part in it must be suitably dressed with the equipment they use in the game, and not wear their shirts outside the shorts, drooping socks, or training suits.
 - 4.3 The goalkeepers will not be obliged to wear their masks and protection gloves during the salute.



ARTICLE 7

NO SHOW – TOLERANCE FOR STARTING THE GAME

1. The teams have a 15 (*fifteen*) minutes tolerance over the official starting time of the match to be on the rink in conditions to play the match.
 - 1.1 When the 15 minutes tolerance have elapsed and a team is not on the rink – *or when it is on the rink but not with the minimum number of players required to start the game* – the Main Referees will proceed as follows:
 - 1.1.1 Ensure the identification of the players of the team that is in conditions to start play, and confirm the presence of the minimum number of players required.
 - 1.1.2 Perform the salute to the public, and immediately afterwards whistle the end of the match.
 - 1.1.3 Register on the official Match Report, with the necessary detail, the circumstances that led to their decision to assign "no-show" to the team concerned.
 - 1.2 The team assigned "no show" is considered defeated by the score of 10-0 (*ten goals suffered and zero goals scored*)
2. Should the rink be temporarily or definitively impracticable, the Main Referees must allow an initial tolerance of 15 (*fifteen*) minutes, after which – *if the situation maintains* – the following procedures must be applied:
 - 2.1 In case of force majeure – *power failure, water on the rink, slippery rink surface, etc.* – preventing the use of the rink for the scheduled match, the game will be played on another rink. To that effect, the Main Referees will allow an additional tolerance of 90 (*ninety*) minutes, which already includes the time to transfer the teams from one precinct to another.
 - 2.2 If the rink is unfit because of repairable damage, or because another Rink-Hockey game is still going on, the Main Referees will allow an additional tolerance of 30 (*thirty*) minutes for the game to begin.
 - 2.3 If in any of the cases mentioned above in this Article – *after the additional tolerance time elapsed* – it was not possible to solve the problem, the Main Referees will inform the teams that the game will not take place, and report on the official Match Report detailed information on the facts that led to their decision.
 - 2.4 When the problem is solved and the game can take place, the Main Referees will allow 15 (*fifteen*) minutes for the teams to warm up on the rink. Time will be counted from the moment the rink was made available for the game.





CHAPTER II

CATEGORIES OF PLAYERS - PLAYING ZONES, ANTI-PLAY AND "POWER-PLAY"

ARTICLE 8

CATEGORIES OF PLAYERS, PER GENDER AND AGE



1. According to their gender and age, Rink-Hockey players are classified, at international level, in the following competition categories:

1.1 MALE CATEGORIES

UNDER-15 Male	12 to 14 years of age
UNDER-17 Male	13 to 16 years of age
UNDER-20 Male	14 to 19 years of age
SENIOR Male	= > 14 years of age

1.2 FEMALE CATEGORIES

SENIOR Female	= > 14 years of age
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2. Inclusion of skaters in the different categories is always in function of the year of their birth and the year in which take place the events in which they are registered, as follows:

2.1 MALE RINK-HOCKEY PLAYERS

2.1.1 CATEGORY UNDER-15 MALE

The skater who completed the minimum age of 12 (*twelve*) years but has not completed 15 (*fifteen*) years by 31 December of the year regarding her/his registration.

2.1.2 CATEGORY UNDER-17 MALE

The skater who completed the minimum age of 13 (*thirteen*) years but has not completed 17 (*seventeen*) years by 31 December of the year regarding her/his registration.

2.1.3 CATEGORY UNDER-20 MALE

The skater who completed the minimum age of 14 (*fourteen*) years but has not completed 20 (*twenty*) years by 31 December of the year regarding her/his registration.

2.1.4 CATEGORY SENIOR MALE

The skater who completed the minimum age of 14 (*fourteen*) years by 31 December of the year regarding her/his registration.

2.2 FEMALE RINK-HOCKEY PLAYERS

2.2.1 CATEGORY SENIOR FEMALE

The skater who completed the minimum age of 14 (*fourteen*) years by 31 December of the year regarding her/his registration.

3. For Rink-Hockey players of less than 12 (*twelve*) years of age, the national Federations can define other categories for specific events and tournaments they wish to organise in different age categories.

ARTICLE 9

RINK ZONES – DEFINITION OF ANTI-PLAY OR PASSIVE PLAY



1. ZONES OF PLAY

Considering paragraph 5 of Article 3 of the Technical Rules, the line that divides the rink in two halves delimitates, for each team, two "zones" of play – a "**DEFENSIVE ZONE**" and an "**ATTACKING ZONE**" – in which the time allowed for ball possession differs, as specified hereafter.

1.1 DEFENSIVE ZONE – TIME AND CONTROL OF BALL POSSESSION

- 1.1.1 When a team gains possession of the ball in its defensive zone, it is allowed 10 (*ten*) seconds – *counted by the Main Referees by means of specific gestures* – to start offensive action, driving the ball into its attacking zone and across the line that divides the rink.
- 1.1.2 After a first situation of attack – *except for paragraph 2.1.2 of this Article* – the ball may be returned to the defensive zone of the attacking team, but the team is then allowed only 5 (*five*) seconds to drive the ball again in its attacking zone.
- 1.1.3 When, after having driven the ball in its attacking zone, a team returns the ball in its defensive zone, the Main Referees will start counting – *by means of specific gestures* – the 5 (*five*) seconds from the moment the ball crosses the dividing line.
- 1.1.4 Whenever a team exceeds the time limit allowed for the ball to remain in its defensive zone – *in attention of paragraphs 1.1.1 and 1.1.2 of this Article* – this team will always be punished with an indirect free hit – *to be taken as established in paragraph 3.2 of this Article* – even when, before time is over, the ball is sent outside the rink or gets stuck in the upper part of the goal cage.





1.2 ATTACKING ZONE – TIME AND CONTROL OF BALL POSSESSION

- 1.2.1 When organising their attacking actions, the teams must try to shoot at their opponent's goal cage, aiming to score a goal. The conclusion of these actions should occur within a reasonable period of time that should not exceed 45 (*forty-five*) seconds of ball possession in each attacking action.
- 1.2.2 The counting of ball possession time during the team's attacking actions must be done by the Main Referees – *either consulting the electronic time clock, or counting mentally* – but always taking in consideration the counting "rules" established hereunder.
- 1.2.3 The counting of ball possession time may not be interrupted when one of the following situations occurs:
- The team having possession of the ball in the attacking zone chooses to return it to its defensive zone.
 - A foul was signalled that benefits the team having possession of the ball.
 - Possession of the ball returns to the team that had possession of it after occurring one of the following situations:
 - ▶ Having been signalled a face-off.
 - ▶ Having been made a shot at the opponent's goal cage, but without the ball having touched the front of the cage (*beam or posts*) and/or the goalkeeper, whatever the reason (*bad shot, rebound or deflection of the ball by an opponent or a team mate*).
- 1.2.4 Without prejudice of paragraph 1.2.5 hereunder, the counting of ball possession time may only be interrupted – *and eventually resumed if the ball comes again in the possession of the team that had it* – if a shot is taken at the opponent's goal cage and it is found out that:
- The ball touched or was defended by the opposite goalkeeper;
 - The ball touched the front (*beam or posts*) of the opposite goal cage.
- 1.2.5 The counting of ball possession time will be always interrupted when a penalty shot or a direct free hit is awarded by the Main Referees.

2. DEFINITION OF PASSIVE PLAY

- 2.1 Safeguarding what is established in paragraph 2.3 of this article, it is considered that an attacking team incurs in the practice of passive play when – *after having started attacking action* – one of the following situations occurs:
- 2.1.1 When one or more of the team's players are clearly in a situation of scoring, but avoid materialising the goal.
- 2.1.2 When the team keeps possession of the ball – *for a maximum period of 45 (forty five) seconds* – making no recognisable attempt to shoot at the opponent's goal cage, as established in paragraphs 1.2.1 and 1.2.2 of this Article.
- 2.2 When – *in regard of the paragraph above* – a team incurs in the practice of passive play, the Main Referees cannot sanction this offence immediately, as they are obliged to ensure the procedures set out in paragraphs 3.1 and 3.2 of this Article.
- 2.3 **EXCEPTIONS TO THE PUNISHMENT OF PASSIVE PLAY:** The practice of passive play will be allowed, exceptionally and specifically, in the following situations:
- 2.3.1 When practiced by the team that – *for having been sanctioned with power play* – is playing with fewer players than the opposite team.
- 2.3.2 When – *towards the end of the second half of the match* – there is a significant difference of goals scored by each team

3. PROCEDURES TO BE TAKEN BY THE MAIN REFEREES IN CASE OF PASSIVE PLAY

- 3.1 When a team incurs in the practice of passive play, the Main Referees must – *previously and very clearly* – give a "WARNING" that play may be interrupted to signal the offence. This "warning" – *that should not exceed 40 (forty) seconds of ball possession in each attacking action* – must be made as follows:
- 3.1.1 One of the Main Referees – *preferably the one who is nearest to the place where the ball is and* – must raise both arms well above her/his head to warn the attacking team that, from that moment on, it has only 5 (*five*) seconds to conclude its attack by shooting at the opponent's goal cage.
- 3.1.2 When he perceives this "warning", the other Main Referee must immediately start – *by means of specific gestures* – the counting of the 5 (*five*) seconds allowed for this team to shoot at the opponent's goal cage.
- 3.1.3 If the other Main Referee does not immediately start counting, counting will also have to be ensured by the same referee who initiated the "warning" of incurring in a passive play.
- 3.2 Whenever the attacking team does not conclude its attack – *not shooting at the goal cage before the 5 (five) seconds are over* – the Main Referee responsible for counting the time will stop the game immediately, sanction the offending team with an indirect free hit that – *in accordance with paragraph 2 of Article 28 of these Rules* – shall be taken as followed established:
- 3.2.1 If the ball was in the "defensive zone" and inside the offending team penalty area, an indirect free hit will be executed by the opposing team in any of the top corners of the offending team penalty area, identically to what is stated in paragraph 3.2 of Article 28 of these rules.
- 3.2.2 If the ball was behind the goal of the team of the offender, an indirect free hit will be executed by the opposing team in any of the bottom corners of the offending team penalty area, identically to what is stated in paragraph 3.3 of Article 28 of these rules.
- 3.2.3 If the ball was in the "defensive zone" and outside of the offending team penalty area, an indirect free hit will be executed by the opposing team in the same place in which the ball was at the time of the interruption of the match.
- 3.2.4 If the ball was in the "attacking zone" of the offending team, an indirect free can be executed by the opposing team in accordance with what is stated in paragraph 5 of Article 22 of these rules, allowing that the ball is putting in play, without being necessary to scrupulously follow the exact place where the fault was committed.





4. DEFINITION OF ANTI-PLAY

The practice of anti-play is a clear violation of the ethical principles of sport. Anti-play occurs when the team in possession of the ball shows no intention of attacking the opposite goal cage to score a goal, while at the same time the other team assumes a passive attitude, showing no intention of gaining possession of the ball, both renouncing as such to any attempt of scoring a goal.

5. PROCEDURES OF MAIN REFEREES IN CASE OF ANTI-PLAY

When both teams incur in the practice of anti-play, it requires prompt and firm action by the Main Referees in order to reinstate a healthy spirit of competition. They will act as follows:

- 5.1 The Main Referees interrupt the game and meet in the centre of the rink with the captains of both teams – *or with their substitutes on the rink* – to warn them that the practice of anti-play should be abandoned immediately. The game will be restarted with a face-off, executed on the same spot as the ball was when interrupted.
- 5.2 If nevertheless the teams do not consider the warning, the Main Referees will immediately whistle to stop the game again and show a blue card to either team captain – *2 (two) minutes suspension for each one* – and the game will be restarted with a face-off at the place where the ball was when play was interrupted.
- 5.3 When this still does not work and both teams persist in anti-play practice, the Main Referees will immediately whistle to end the match. They will write a detailed report of the facts on the official Match Report.
- 5.4 When the Main Referees do not take appropriate action to correct the teams' conduct, the International Committee member present at the Official Table will immediately intervene, at the first stoppage in the game, to call the Main Referees to their presence and demand that they apply the above described procedures.

ARTICLE 10

"POWER PLAY" – DEFINITION AND RULES

1. DISCIPLINARY SANCTIONING OF THE TEAMS – POWER-PLAY

"Power-play" is a disciplinary punishment that sanctions the team(s) whose members commit major disciplinary fouls, forcing them – *even if temporarily* – to play with less players than the opposite team.

- 1.1 When a blue and/or red card is shown to a player or other team member who is not on the rink, her/his team – *according to paragraph 3 of this Article* – is punished with "power play", one of its players being withdrawn from the rink on indication of the coach.
 - 1.1.1 The player withdrawn from the rink will sit on the reserve bench of her/his team, as he did not suffer any disciplinary punishment.
 - 1.1.2 Consequently, this player withdrawn from the rink may re-enter the game to replace a team mate when her/his coach decides so. However, the situation of play with one or two players less on the rink must be maintained.

1.2 POWER-PLAY DUE TO A SINGLE INFRINGEMENT

- 1.2.1 When – *at a certain moment of the match, either active or interrupted* – a team's representative incurred in a serious or in a major fault, the offender's team – *while safeguarding the provisions of paragraph 2 of this article* – shall be punished with a power-play established according to the following maximum limits of duration:
 - a) 2 (*two*) minutes, when the fault was sanctioned with a blue card;
 - b) 4 (*four*) minutes, when the fault was sanctioned with a red card.
- 1.2.2 Power-play times begin at the moment (*time of play*) when the foul that determined the punishment of the team took place.
- 1.2.3 Power-play time ends at the moment (*time of play*) when:
 - a) The punished team suffers a goal, having in mind what is established in paragraph 3 of this Article; or
 - b) When the full time of punishment has been served, according to the information given by the Assistant Referee at the Official Table to the punished team's delegate.

1.3 TWO DIFFERENT POWER-PLAYS DUE TO AN ACCUMULATION OF TEAM INFRINGEMENTS

When – *with the match interrupted for the disciplinary sanction of representative(s) of one or two teams* – additional infringements were practiced – *either by the same former offender or by other(s) representative (s) of one of the teams* – the offender's team will always be sanctioned with 2 (*two*) distinct power-play, that must be established according to the following provisions:

- 1.3.1 The **FIRST POWER-PLAY** – *related with the first offense that was sanctioned by the Referees* – *must* have its duration, beginning and ending established in conformity with paragraph 1.2 of this Article.
- 1.3.2 The **SECOND POWER-PLAY** – *related with the additional offense(s)* – must be established according to the following paragraphs:
 - a) Its duration will be established according to paragraph 1.2.1 of this Article;
 - b) Its beginning coincides with the ending moment (*time of the match*) of the first power-play;
 - c) Its ending will be defined in conformity with paragraph 1.2.3 of this Article.
- 1.3.3 The restart of the match will be done with the execution of the technical action stipulated in the rules of the game for each specific situation that had originated its interruption, regardless of the facts occurring subsequently to aforementioned disruption of the match.



1.4 DISCIPLINARY SANCTION OF BOTH TEAMS WHEN SIMULTANEOUS INFRINGEMENTS OCCUR

When it occurs - *simultaneously or at the same time of any game* - a temporary suspension or a definitive expulsion of the same number of representatives (*athletes and/or other*) of both teams, the sanction of power-play will not be performed, so that:

- 1.4.1 The necessary substitutions can be insured by both teams in order to replenish the parity of the number of players that were on the rink before the offences in question, safeguarding provisions of paragraphs 1.4.2 and 1.4.3 of this article.
- 1.4.2 When one or both of the teams doesn't have enough available substitutes to restore parity alluded to in paragraph 1.2 of this Article, each one of the teams will have to accomplish the power-play sanction that corresponds to them, without the substitution of any of the respective offenders.
- 1.4.3 When - *before the restart of the game but after some substitutions, as referred in paragraph 1.4.1 of this Article, were already produced* - one of the teams is sanctioned with an additional fault - *practiced by the same or by a different offender* - and is punished with an additional power-play, the Referees must insure the following procedures:
 - a) To sanction the offender's team with the correspondent additional power-play, having mind what is established in paragraph 1.3 of this Article and, applying, if it is the case, the provisions of paragraph 2 of this Article.
 - b) To carry out the cancellation of the substitutions previously carried out, having in mind that, on the restart of the match, the two teams will have on the track a different number of players, namely:
 - The team sanctioned with two different "power-plays" only can have 3 (*three*) players on the rink, when the match restarts;
 - The other team - *that was sanctioned with a single power-play* - will restart the match with 4 (*four*) players on the rink.

1.5. ADDITIONAL FAULT PRACTICED BY AN OFFENDER WHO WAS TEMPORARY SUSPENDED

When - *as play restarted after a blue card having been awarded* - a serious or major foul is committed by a player or goalkeeper who is serving a temporary suspension near the Official Table, the Main Referees must apply the following procedures:

- 1.5.1 To stop the match immediately and - *as established in paragraph 1.8 of Article 27* - to award the offender with a direct red card, expelling him from the remainder of the game and forcing him to leave the reserve bench.
- 1.5.2 To sanction the offender's team with power-play, as stated in Article 10, paragraphs 1.2 y 2.
- 1.5.3 To restart the match, awarding the offender's team with a direct free hit.

2. DISCIPLINARY SANCTIONS APPLIED TO A TEAM THAT WAS PLAYING WITH ONLY THREE PLAYERS

When a team is playing with 3 (*three*) players only - *as a consequence of injuries and/or sanctions* - and one of the players or another team member commits a serious or major foul, the following procedures will be adopted:

- 2.1 When a reserve player is available, will go on according to what is stated on paragraph 2.3 of this Article, without applying an additional power-play. However, the "maximum time" of power-play appropriate to the foul concerned - *and which the offender's team must serve* - will be added to the power-play time remaining to be served and that concerned the last of the offenders of the same team who was sanctioned before.
- 2.2 When no reserve players are available, the Main Referees will end the game, in conformity with Article 11, paragraph 3.2 of the present Rules.
- 2.3 When, in the terms of the provisions of paragraph 2.1 of this Article, the match may have continuity, offenders will always comply with the disciplinary sanctions that apply to them, implying that - *if a goalkeeper or another player who was playing* - need to leave the track, she/he need to be replaced by a goalkeeper or an alternate player, which may involve the procedures established in Article 16, paragraph 5.1 of this rules, when becomes necessary to replace a goalkeeper by a player's track.



3. CANCELLATION OF POWER-PLAY AFTER THE SANCTIONED TEAM HAS RECEIVED A GOAL

When the shorthanded team suffers a goal, one of its players may immediately enter the rink - *for every goal suffered one of the punished players may be substituted* - but never by a player who was expelled or is serving temporary suspension, which he must always serve in full.

- 3.1 The substitute player may enter the rink even when - *following the direct free hit or penalty shot that was signalled for the foul that caused power-play* - the goal suffered occurred without delay, so that the team was not effectively punished.
- 3.2 When the team playing in power-play scores a valid goal, this does not imply changes to the punishment in course. The team will continue playing with the same number of players.
- 3.3 Without prejudice of paragraph 5 of Article 18 of these Rules, when a goal is scored by a player in her/his own cage - *intentionally, when her/his team was playing in power-play* - this goal will have no effect on the power-play in course, the duration of which remains unchanged.



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4. EXAMPLES OF SOME GAME SITUATIONS AND DEFINITION OF THE CORRESPONDING REFEREEING PROCEEDINGS

4.1 PRINCIPLE RELATED WITH ALL EXAMPLES PRESENTED HEREUNDER - TECHNICAL ACTION ON THE RESTART OF THE MATCH

In all the following examples - paragraphs 4.2 to 4.8, inclusive - the Referees will always ordering the restart of the match according to the situation that had originated its interruption, determining the execution of the technical action stipulated in the rules of the game for each specific case, regardless of the facts occurring subsequently to aforementioned disruption of the match.



4.2 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK

- 4.2.1 The offending player is sanctioned with a suspension of the match by 2 minutes, integrally fulfilled in a chair positioned near the Official Table. After this time of suspension, the offending player will return to her/his reserve bench, being available to re-enter in the match.
- 4.2.2 The team of the offender is punished with a single power-play – *playing with one player less inside the rink* – which will have a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.

4.3 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS ON THE RESERVE BENCH AND HAS BEEN PREVIOUSLY SANCTIONED WITH 2 BLUE CARDS

- 4.3.1 After the exhibition of the blue card in question – *that was the third blue card awarded to the same player* – a red card will be shown to him, that is immediately expelled from the match and forced to leave the reserve bench and to return to her/his team's dressing room.
- 4.3.2 The team of the offender is punished with a single power-play – *playing with one player less inside the rink, according to the provisions established in paragraph 4.3.3 that follows* – which will have a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.
- 4.3.3 The team's Main Coach is responsible for deciding which player will be withdrawn from the rink, which will be sited on the reserve bench of her/his team, staying available to re-enter in the game to replace a team mate.

4.4 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK.

FOLLOWING PROTESTS AGAINST THE DECISION, WITH THE PARTY EVEN INTERRUPTED, A RED CARD IS SHOWN TO THE TEAM'S DELEGATE

- 4.4.1 The offending player is sanctioned with a suspension of the match by 2 minutes, integrally fulfilled in a chair positioned near the Official Table. After this time of suspension, the offending player will return to her/his reserve bench, being available to re-enter in the match.
- 4.4.2 The team's Delegate is definitively expelled from the match and forced to leave the reserve bench.
- 4.4.3 The team of the offenders is punished with two different power-plays – *playing with two players less on the rink* – as established in the following paragraphs.
- 4.4.4 The first power-play will have a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.
- 4.4.5 After the ending of the first power-play, the sanctioned team will be playing with one player less inside the rink – *having in mind that one of the available players in the reserve bench will re-enter in the rink* – and the second power-play begins and will have a maximum duration of 4 minutes, but will finish immediately after the punished team has received a goal.

4.5 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK.

FOLLOWING PROTESTS AGAINST THE DECISION, WITH THE PARTY EVEN INTERRUPTED, A BLUE CARD IS SHOWN TO THE SAME PLAYER.

- 4.5.1 The offending player is sanctioned with a suspension of the match by 4 minutes – *2 minutes by each one of the blue cards that had been shown to him* – integrally fulfilled in a chair positioned near the Official Table. After this time of suspension, the offending player will return to her/his reserve bench, being available to re-enter in the match.
- 4.5.2 The team of the offender is punished with two different power-plays – *playing with two players less inside the rink* – according to what is established in the following paragraphs.
- 4.5.3 The first power-play will have a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.
- 4.5.4 After the ending of the first power-play, the sanctioned team will be playing with one player less inside the rink – *one of the available players in the reserve bench will re-enter in the rink* – and the second power-play begins, with a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.

4.6 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK.

WITH THE PARTY EVEN INTERRUPTED AND FOLLOWING PROTESTS AGAINST THE DECISION, A BLUE CARD IS SHOWN TO ANOTHER PLAYER FROM THE SAME TEAM, WHO WAS ALSO PLAYING ON THE RINK

- 4.6.1 Each one of the infractor players is sanctioned with a suspension of the match by 2 minutes, integrally fulfilled – *by each one of them* – in the chairs positioned near the Official Table. After this time of suspension, both of the offending players will return to their reserve bench, being available to re-enter in the match.
- 4.6.2 The team of the offender is punished with two different power-plays – *playing with two players less inside the rink* – according to what is established in the following paragraphs.
- 4.6.3 The first power-play will have a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.
- 4.6.4 After the ending of the first power-play, the sanctioned team will be playing with one player less inside the rink – *one of the available players in the reserve bench will re-enter in the rink* – and the second power-play begins, with a maximum duration of 2 minutes, but will finish immediately after the punished team has received a goal.

4.7 A RED CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK.

WITH THE PARTY EVEN INTERRUPTED AND FOLLOWING PROTESTS AGAINST THE DECISION, A RED CARD IS SHOWN TO THE TEAM'S MECHANIC

- 4.7.1 Each one of the infractors of the same team – *the player and the mechanic* – is definitively expelled from the match that is immediately expelled from the match and forced to leave the reserve bench (*the player must return to her/his team's dressing room*).
- 4.7.2 The team of the offenders is punished with two different power-plays – *playing with two players less inside the rink* – according to what is established in the following paragraphs.



- 4.7.3** The team's Main Coach is responsible for deciding which other player – *in addition to the offender* – will be withdrawn from the rink, who will be sited on the reserve bench of her/his team, staying available to re-enter in the game to replace a team mate.
- 4.7.4** The first power-play will have a maximum duration of 4 minutes, but will finish immediately after the punished team has received a goal.
- 4.7.5** After the ending of the first power-play, the sanctioned team will be playing with one player less inside the rink – *having in mind that one of the available players in the reserve bench will re-enter in the rink* – and the second power-play begins and will have a maximum duration of 4 minutes, but will finish immediately after the punished team has received a goal.

4.8 A BLUE CARD WAS SHOWN TO A PLAYER WHO WAS PLAYING ON THE RINK, WHEN HER/HIS TEAM HAS ONLY 3 PLAYERS INSIDE THE RINK DUE TO A SANCTION OF TWO DIFFERENT POWER-PLAYS

Previous Remark:

The offender team was playing with only 3 players on the rink, once he was serving a punishment of two different power-play, which - at the time of the infringement in question - had been established in the following way (as an example):

- a) The first power-play had been set in the maximum time of 2 minutes, of which had to meet a single minute;*
- b) The second power-play had been set in the maximum time of 4 minutes, to start after the end of the first power-play (i.e., time in which the punished team will re-enter a substitute player available and will be able to have 4 players on the rink)*

- 4.8.1** The offending player is sanctioned with a suspension of the match by 2 minutes, integrally fulfilled in a chair positioned near the Official Table. After this time of suspension, the offending player will return to her/his reserve bench, being available to re-enter in the match.
- 4.8.2** If there is no available substitute, the match will have to be immediately finished by the Main Referees, in accordance with the provisions of paragraph 3.2 of article 11 of these rules. If that is not the case, the punished team will be allowed to enter an available substitute player for the match, in order to maintain 3 players on the rink, taking into consideration the provisions of the following paragraph.
- 4.8.3** The second power-play has to be aggravated in 2 minutes, beginning at the end of the first power-play, changing now for a maximum duration of 6 minutes, but will finish immediately after the punished team has received a goal.



CHAPTER III RINK-HOCKEY TEAMS

ARTICLE 11 COMPOSITION OF TEAMS



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- 1 A Rink-Hockey game is played between two teams of 5 (*five*) players each – 1 (*one*) *goalkeeper and 4 (four) floor players* – and, compulsorily, 1 (*one*) substitute goalkeeper.
 - 1.1 One goalkeeper must remain available on the reserve bench through the entire match, except if a disciplinary sanction (*expulsion*) or injury prevents her/his participation in the game.
 - 1.2 Each team may, in addition, have 4 (*four*) substitute players who may be floor players (*most common option*) or goalkeepers. Each team is allowed to register on the official Match Report a maximum number of 10 (*ten*) players, at least 2 (*two*) of them goalkeepers.
2. In **INTERNATIONAL SENIOR MALE CATEGORY COMPETITIONS** for national teams of FIRS member countries that are played on successive days, each team is allowed to register in the event a maximum number of 11 (*eleven*) players – 3 (*three*) of which must be goalkeepers. For each individual match, the numbers established in paragraph 1 above still apply.
3. To start a game, each team must present on the rink – *on pain of losing the game by forfeit* – a minimum of 5 (*five*) players fit to play, including compulsorily 2 (*two*) goalkeepers, one effective and one substitute.
 - 3.1 At any moment in the game the team may introduce on the rink the remaining players, provided they were previous and correctly registered on the official Match Report.
 - 3.2 If, at any time during the match, a team is reduced to only 2 (*two*) players on the rink, the Main Referees must stop the game and call it ended. On the official Match Report, he will make a detailed report of the circumstances leading to her/his decision, such as:
 - 3.2.1 If this situation was essentially caused by expulsions or unjustified abandonment of players, the organiser of the event will declare a forfeit of the offending team. The victory will automatically be awarded to the other team.
 - 3.2.2 If, however, the players had to leave the rink only because of incapacitating injuries, the organiser can choose to repeat the game, totally or partially, taking into consideration the moment the game was stopped.
4. It is considered a major violation of sports ethics when a team – *having players available on its reserve bench and fit to enter the rink* – is in play with a number of players inferior to the number allowed by the Rules of the Game. The Main Referees will proceed as follows:
 - 4.1 Immediately stop the game, and show a red card to the Main Coach or – *in her/his absence and in the following order of preference* – to the assistant coach, or to one of the team's delegates, or to the team captain on the rink.
 - 4.2 Sanction the offending team with power-play, in consideration of paragraph 3 of Article 10 of these Rules.
 - 4.3 Demand that the offending team has in play the number of players allowed by the Rules of the Game, i.e. if the team voluntarily played with one player less, it must maintain this situation during power-play.
 - 4.4 Award a direct free hit against the offending team.
5. The official entry and identification of the players – *including the goalkeepers* – of both teams on the official Match Report is made by means of individual numbers – *from 1 (one) to 99 (ninety-nine), without using the number zero* – to be stitched on the shirts compulsorily and, optionally, on the shorts.

ARTICLE 12 RESERVE BENCH – TEAM REPRESENTATIVES

1. According to Article 13, paragraph 4 of the Technical Rules of Rink-Hockey a team may be composed of 12 (*twelve*) members on the “reserve bench”, as they are:
 - 1.1 5 (*five*) substitute Players, including at least 1 (*one*) goalkeeper.
 - 1.2 2 (*two*) team Delegates
 - 1.3 1 (*one*) Main Coach
 - 1.4 1 (*one*) Assistant coach (*or Physical Trainer*)
 - 1.5 1 (*one*) Doctor
 - 1.6 1 (*one*) Masseur (*or Nurse or Physiotherapist*)
 - 1.7 1 (*one*) Mechanic (*or Steward*)
- 2 The teams will always use the reserve bench in front of their own defensive zone. Therefore, they will switch places at the half-time interval.
3. During the game, only 3 (*three*) members of each team – *one of them the Main Coach* – are allowed to remain standing near outside the fence in front of their reserve bench. All other members on the bench must remain seated.
 - 3.1 Except for the reserve players, all other members of the teams that are registered on the official Match Report and allowed to be on the reserve bench must have an accreditation card issued by the Organising Committee of the competition – *identifying the card holder (team, name and function) with a colour picture* – which must be worn around the neck.



- 3.2 In case of loss of the accreditation card, this team member will not be allowed by the Main Referees to be on the reserve bench, unless express authorisation by the Organising Committee.
4. Minor transgressions on the reserve bench will be corrected by the Main Referees at a stoppage in the game. The team delegate will be asked to straighten immediately the situation.
5. For major disciplinary fouls committed on the reserve bench, the Main Referees will proceed as specified in Article 23 of the present Rules.
6. Players or other team members who receive a red card and are expelled lose the right to remain on the reserve bench.
 - 6.1 Players who were shown a blue card and serve temporary suspension will sit on one of the seats placed between the reserve bench and the Official Table.
 - 6.2 When someone – *expelled or for some other reason* – illegally remains on the reserve bench, contrary to express orders of the Main Referees, they shall request police intervention to ensure that their decisions are enforced.
7. Besides substitute players when making a substitution, only the doctor and/or physiotherapist – *after express authorisation by the Main Referees* – are allowed on the rink to give assistance to an injured player, even if they were expelled from the reserve bench.
 - 7.1 If the doctor and/or physiotherapist enter the rink without previous authorisation by the Main Referees, they shall be reprimanded orally after having given assistance to the injured player.
 - 7.2 If they repeat the infraction mentioned in 7.1 above, the Main Referees will show them a red card and expel them from the reserve bench after having given assistance to the injured player.

ARTICLE 13

GOALKEEPERS' ACTION IN THE GAME



1. Like the rest of the players, the goalkeeper must perform her/his role standing on her/his skates. When in her/his penalty area, and defending her/his goal cage, the goalkeeper has special privileges in the following situations:
 - 1.1 During an attempt to stop a shot or to avoid suffering a goal, the goalkeeper is allowed to kneel, sit, lie or crawl, and stop the ball with any part of her/his body, even if temporary in contact with the floor.
 - 1.2 After making a save, the goalkeeper must get up and back on her/his skates. He/she is allowed to keep one knee on the ground, except when a direct free hit or penalty shot is taken against her/his team, as specified in paragraph 3 of Article 29 of the present Rules.
 - 1.3 If the goalkeeper loses her/his mask when defending her/his goal cage, no foul will be signalled. The Main Referees will apply the "advantage rule" and only afterwards – *should it be the case* – stop the game to allow the goalkeeper to put her/his mask back on.
 - 1.4 When the goalkeeper makes a correct intervention and not at fault in defending their goal – *impacting the ball that, as a result, enters directly into the opponent's goal, without being played or touched by any other player* – getting a goal for her/his team, this situation will be validated by the Main Referees, according to the provisions of paragraph 1.2.4 of Article 18 of these rules.
2. Inside her/his penalty area, the goalkeeper cannot intentionally prevent the ball from being played and she/he is not allowed to:
 - a) Grab or hold the ball with her/his hand(s);
 - b) Lie on the ball;
 - c) Hold the ball between her/his legs and leg guards;
 - d) Carry out or a movement of opening and closing the legs to prevent the ball is thrown;
 - e) Use the stick to hold the ball against her/his skates or leg guards;
 - f) Use the stick to carry the ball and immobilizes it between his legs and leg guards



Whenever such offences occur, the Main Referees will immediately stop play and punish the offender's team with a penalty shot, without exercising any disciplinary action.

3. When her body is totally outside her/his penalty area, the goalkeeper is not allowed to use intentionally her/his specific protection equipment. When he infringes the Rules of the Game, he is subject to the following sanctions:
 - 3.1 When the goalkeeper intentionally plays the ball with her/his gloves or leg guards, the Main Referees will immediately stop the game, show the goalkeeper a blue card, and award the corresponding sanctions as specified in paragraph 2 of article 26 of these Rules.
 - 3.2 When the goalkeeper plays the ball with her/his stick, irregularly – *or when the ball collides with this gloves or leg guards, but not because of intentional action* – the Main Referees must signal a technical fault – *when there is no reason to apply the advantage rule* – and sanction the offending goalkeeper's team with an indirect free hit, but with no disciplinary measure.

4. FOULS COMMITTED BY THE GOALKEEPER OUTSIDE HER/HIS GOAL AREA

When the ball is somewhere backwards with regard to her/his goal area, goalkeepers frequently commit fouls, hitting an opponent with the stick, playing irregularly the ball, situations that cause the Main Referees to stop the game immediately and sanction the offending goalkeeper's team as follows:

- 4.1 Signal a technical foul – *with an indirect free hit in the inferior corner of the goal area nearest to the place of the foul, but no disciplinary measure* – whenever the goalkeeper plays the ball irregularly with her/his stick because he is not standing properly on her/his two skates only, but has one or both knees resting on the ground.





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- 4.2 Signal a team foul – *with an indirect free hit in the inferior corner of the goal area nearest to the place of the fault, but no disciplinary measure* – whenever the goalkeeper hits:
- a) The stick of a player of the other team; or
 - b) An opponent with this stick on the skates and/or shin-pads, without violence and not causing him to fall.
- 4.3 Signal a direct free hit – *after showing the offending goalkeeper a blue card* – whenever he hits an opponent with her/his stick on the skates and/or shin-pads, causing him to fall.
- 4.4 Signal a direct free hit – *after showing the offending goalkeeper a red card* – whenever he hits an opponent with her/his stick, striking him on an unprotected area of her/his body (*legs, arms, torso, etc.*)



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CHAPTER IV SPECIFIC SITUATIONS OF PLAY

ARTICLE 14 STARTING AND RESTARTING THE GAME



1. The game always starts and ends on the sound of the Referee's whistle. The Timekeeper's sound signal is merely indicative.
2. At the beginning of each period of the game and whenever a goal was scored, the ball is placed on the centre mark of the rink. The centre pass is executed after the referee whistles, by the team in charge, as follows:
 - 2.1 At the beginning of the match (*first period*), by the team indicated as a result of the toss; at the beginning of the second period, by the other team.
 - 2.2 After validation of a goal, by the team that suffered the goal, except for paragraph 1.4 and 2.5 of Article 5 of the present Rules.
3. When a centre pass is being executed, all players must be on their own half of the rink, only 2 (*two*) of them – *the player executing the pass and one of her/his team mates* – being allowed inside the central circle on their half of the rink.
 - 3.1 After the referee whistles, the ball is in play, and the opposite team is allowed to play the ball if the player in charge of the pass hesitates or is slow to play the ball.
 - 3.2. When executing a centre pass, the ball may be played
 - a) In the direction of the opposite half of the rink; or
 - b) Back to the executing player's half of the rink. In the last case, her/his team has only 5 (*five*) seconds to take the ball back on the opposite half of the rink. The Main Referees will proceed according to paragraph 1.1.4 of Article 9 of these Rules.
4. If the player in charge of the centre pass decides, after the referee whistles, to shoot directly at the opponent's goal cage and scores a goal – *without the ball having been touched or played by any other player* –, this goal will not be validated. The Main Referees will then order a face-off to be taken in one of the rear corners of the "penalty area of the goal cage where the ball went in.

ARTICLE 15 TIME-OUT



1. Each team may request 1 (*one*) time-out in each period of the match. A time-out has a maximum duration of 1 (*one*) minute.
 - 1.1 If a team does not request a time-out in the first period of the match, it is not entitled to two time-outs in the second period.
 - 1.2 No time-out whatsoever is allowed during extra-time, even if it was not requested by a team during regular playing time.
2. A request for time-out must be filed by the team Delegate to the Official Table. The Assistant Referee – *at the next stoppage in the game and in conformity with paragraph 3 of this article* – will proceed as follows:
 - 2.1 Inform the Main Referees, teams and public on the request, by placing a flag – *or other specific sign* – on the top corner of the Official Table nearest to the reserve bench of the team concerned.
 - 2.2 Warn the Main Referees – *by means of a sound signal or whistle* – on the request and the team that filed it.
 - 2.3 Control the duration of the time-out allowed by the Main Referees, giving a new sound signal or whistle when time has elapsed.
 - 2.4 Ensure the register on the official Match Report of the time-outs allowed to each team.
3. A time-out shall only be allowed after confirmation by the Main Referees to the Official Table by means of a whistle sound and specific signs.
 - 3.1 When the Main Referees perceive that there is one or more injured players on the rink, time-out shall only be allowed – *and start counting* – after the injured players having been assisted or after their leaving the rink.
 - 3.2 A time-out requested by a team will always be recorded on the official Match Report, even if the team renounces it after the Official Table having informed the Main Referees of the request.
4. During time-out, players are allowed to gather together near their reserve bench. Substitutions of players are allowed, but no other team members may enter the rink.
 - 4.1 The Main Referees will keep the ball and position themselves at half rink, to be able to observe and control players and team members on both benches.
 - 4.2 When time-out is expired, the Main Referees will whistle to order the game to start again, excepting when the game will be started again with the execution of a free hit or the execution of a penalty.

ARTICLE 16 ENTERING AND LEAVING THE RINK – SUBSTITUTIONS



1. The teams will enter and leave the rink through the gate next to their reserve bench, to carry out substitutions of players – *including goalkeepers* – bearing in mind that the substitute player may not enter the rink before the other left.



2. ENTERING OR LEAVING THE RINK JUMPING THE FENCE

- 2.1 When a goalkeeper or floor player, in the action of the game itself, falls over the barrier, the Main Referees may allow him to jump the fence to get back in the game.
- 2.2 A goalkeeper or floor player cannot jump the fence without a specific permission of the Main Referees. When an offense is committed, the Main Referees will apply the following procedures:
- 2.2.1 In the case of a first offence committed by the goalkeeper or floor player concerned, the game will not be stopped. However – *at the first stoppage in the game* – the Main Referees will apply the procedures as set out in paragraph 2.2 of Article 25 of these Rules
- 2.2.2 If the same goalkeeper or floor player repeats the offence, the Main Referees must stop the game immediately and ensure the procedures as set out in paragraph 2.3 of Article 25 of these Rules.
- 2.3 A player who enters the rink jumping the barrier and makes an “irregular substitution”, is committing a major foul, which will be punished by the Main Referees as established in paragraph 6 of this Article.

3. OBLIGATORY SUBSTITUTIONS

- 3.1 Except when there are no reserves available, a goalkeeper or player who received assistance on the rink must be substituted, even if he is physically apt to continue in play.
- 3.2 Without prejudice of paragraph 1.3 of Article 13 of these Rules, whenever the equipment of a goalkeeper on the rink is found out to be damaged, the Main Referees must stop the game immediately and order her/his substitution by the reserve goalkeeper, except when there is no substitute goalkeeper available.
- 3.2.1 It is not obligatory to substitute the goalkeeper when, availing a stoppage in play, he asks the Main Referees permission to go to her/his reserve bench in order to clean the visor of her/his helmet, adjust the straps of her/his leg-pads or another piece of her/his protective equipment.
- 3.2.2 While a “time-out” is running or assistance is given to an injured player or goalkeeper on the rink, the goalkeeper does not need to ask previous permission to the Main Referees in order to clean her/his visor or adjust her/his equipment.
- 3.3 Except for paragraph 3.2.2 of this Article, whenever a goalkeeper on the rink goes to her/his reserve bench to clean her/his visor – *or for any other reason* – without requesting the Main Referees' permission, they will apply:
- 3.3.1 The procedures set out in paragraph 2.2 of Article 25 of these Rules.
- 3.3.2 The obligatory substitution of the offending goalkeeper by the reserve goalkeeper, except when there is no substitute goalkeeper available.

4. SUBSTITUTIONS – GENERIC RULES

Substitutions may be carried out while play is in progress or during a stoppage, according to the established in the following paragraphs:

- 4.1 When a substitution is carried out while play is in course, the player or goalkeeper may not enter the rink before the other player or goalkeeper has left the rink, in consideration of paragraph 6 of this Article.
- 4.2 It is allowed to make substitutions before the Main Referees conclude the positioning of the players for a penalty shot or a direct free hit, but none of the teams may perform substitutions after the permission to execute them, i.e. during the 5 (*five*) seconds granted to execute the penalty or direct free hit.
- 4.3 Goalkeepers – *registered as such on the official Match Report* – may only replace another goalkeeper, except – *in consideration of paragraph 5.2 of this Article* – for the situation when he re-enters the rink to replace a floor player
- 4.4 A goalkeeper or player who received assistance on the rink may only return to the rink after the game was restarted by the Main Referees.

5. SPECIAL RULES TO CONSIDER WHEN REPLACING A GOALKEEPER

Goalkeepers may be replaced under the same conditions as floor players. However, a team may choose to ask the Main Referees to be allowed 30 (*thirty*) seconds to carry out the substitution by the reserve goalkeeper, making use of a stoppage in the game.

- 5.1 When – *for disciplinary reasons or by right of paragraph 3 of this Article* – the goalkeeper on the rink must be replaced and there is no reserve goalkeeper available, the Main Referees will allow 3 (*three*) minutes for another player to take her/his place and put on the goalkeeper's special protection equipment.
- 5.1.1 If – *when there is no other option* – the replaced goalkeeper refuses to give her/his special protection equipment to the player who would substitute him, the Main Referees must request the intervention of the captain on the rink and/or of the team delegates to solve the situation rapidly.
- 5.1.2 If their endeavours do not result, the Main Referees will end the game and write a detailed report of the facts on the official Match Report.
- 5.2 As a technical option – *but only in the last 5 (five) minutes of the second period of regular playing time* – a goalkeeper may be replaced by a floor player; the replacing player does however not benefit of the special goalkeeper's rights when defending her/his cage, neither is he allowed to use the goalkeeper leg guards and special protective equipment.

6. IRREGULAR SUBSTITUTION AND PUNISHMENT OF OFFENDERS

- 6.1 When the game is stopped or interrupted can never be considered an irregular substitution, which means that the Main Referees cannot order the restart of the game without verifying if all the conditions are fulfilled in accordance with the applicable rules.

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- 6.2** Irregular substitutions only occur when play is active and in course, as in the following circumstances:
- 6.2.1** The player or goalkeeper enter the rink before the other player or goalkeeper has left the rink
 - 6.2.2** When a player or goalkeeper's presence on the rink is irregular, either because she/he was temporarily or definitively excluded from the game or she/he was not inscribed in the official Match Report.
- 6.3** When the Main Referees detect an irregular substitution, they must stop the game immediately, and take the following measures:
- 6.3.1** Show a blue card, to the replacing player or goalkeeper;
 - 6.3.2** Apply the disciplinary sanctions set out in paragraph 2 of Article 26 of these Rules, to the offenders as well as to their team.
 - 6.3.3** Order – *in case of violation of paragraph 4.2 of this Article* – that the penalty shot or the direct free hit in course be taken again.

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ARTICLE 17

PLAYING THE BALL



1. PLAYING THE BALL WITH THE STICK

- 1.1** Without prejudice of paragraph 1 of Article 13, the ball may only be played with the stick. However, everytime the player is out of the penalty area of both teams, he can stop the ball with her/his skates or with any part of her/his body it may be stopped with a skate or any part of the body, but never with the hand.
- 1.1.1** The ball may only be played or shot with the blade of the stick, but it is not allowed to cut or chop the ball with the acute edge of the blade.
 - 1.1.2** A player in possession of the ball – *or actively taking part in play* – is not allowed to lift any part of her/his stick above shoulder height. This restriction is not applicable when a player is making a shot at the opponent's goal cage, provided this does not endanger the physical integrity of other players on the rink, whether they are opponents or team-mates.
 - 1.1.3** Any irregular situation referred to in paragraphs 1.1.1 and 1.1.2 of this Article is punishable with a technical sanction, in attention of Article 24 of these Rules.
- 1.2** Any goal scored as a result – *accidental or not* – of a rebound of the ball on any part of the body or skates of a player of the team who would benefit of the goal scored will not be validated.
- 1.3** However, a goal scored by a player in her/his own cage, whether with the stick or as a result – *accidental or not* – of a rebound of the ball on any part of her/his own body or skates, will always be validated.

2. RESTRICTIONS TO THE PLAYERS' ACTION

- 2.1** The Main Referees must stop play and signal the necessary technical foul – *punishable in terms of Article 24 of these Rules* – whenever one of the following circumstances occurs:
- 2.1.1** A player plays the ball when he rests with her/his hand or another part of her/his body on the floor – *except her/his skates* –; except for the goalkeeper when inside her/his penalty area.
 - 2.1.2** A player plays the ball with the help of hands, arms or another part of her/his body.
 - 2.1.3** A player stops the ball with her/his hand or kicks it intentionally.
 - 2.1.4** A player stops the ball and retains it immobilised between the boards and her/his skates or her/his stick.
 - 2.1.5** A player plays the ball leaning against or clinging to the goal cage, except for the goalkeeper when inside her/his penalty area.
 - 2.1.6** A player remains in possession of the ball – *stopped and with his back to the rink* – in any of the corners of the rink or behind a goal cage.
- 2.2** During play, the ball may not be lifted higher than one meter and fifty centimetres (*1, 50 meters*), except by the goalkeeper when in her/his penalty area.
- 2.2.1** A violation of this disposition will always be sanctioned with an indirect free hit against the offender's team, even when the foul occurred in the offender's team's penalty area.
 - 2.2.2** It will not be considered a foul if the ball rises above legal height as a result of a rebound of the ball – *either on the cage or boards, or on the body, stick or skates of a floor player* – provided the ball does not leave the rink.



3. PLAYERS WITH IRREGULAR EQUIPMENT PARTICIPATE IN PLAY – PUNISHMENT OF FOULS

- 3.1** Except for paragraph 3.2 of this Article, the Main Referees must stop the game and signal a team foul – *which is punishable in terms of paragraph 3.5 of Article 25 of these Rules* – when a player or goalkeeper plays the ball or takes active part in play when her/his equipment is not in regular conditions, namely in one of the following circumstances:
- 3.1.1** When he plays the ball intentionally not holding her/his stick secure in her/his hands.
 - 3.1.2** When he plays the ball with one of her/his skates defect (*wheel lost or blocked, skate separated from the boot, etc.*)
 - 3.1.3** When the goalkeeper plays or defends the ball, not wearing her/his full specific protection equipment (*mask or helmet, chest pad, both gloves and both leg guards*).
- 3.2** When a player's equipment is not in regular conditions, but this player has no active part in play, the game must not be stopped. The Main Referees will avail a stoppage in play to ensure the substitution of that player, in case this substitution has not yet occurred.





4. DEFECTIVE BALL

When the ball becomes defective, the Main Referees will stop the game, and make arrangements to replace and choose a new ball. The game restarts with an indirect free hit, awarded to the team who had possession of the ball at the moment of the stoppage.

5. BALL "IN PLAY"

5.1 The ball is "in play" when the Main Referees whistle to start or restart the game or when *- after a stoppage to signal an indirect free hit -* the player executing the hit touches the ball.

5.2 The ball remains in play when it accidentally touches a referee or when it rises higher than one meter and fifty centimetres (*1.50 meters*), either as a result of rebounding on the goal cage or rink barriers, or of the goalkeeper making a save, or still of a rebound between sticks.

6. BALL "OUT OF PLAY"

6.1 The ball is "out of play" whenever the game is stopped by the Main Referees, or when:

6.1.1 The ball gets caught in the goalkeeper's leg guards, in the nets or in the outer part of the goal cage. In this case *- except for paragraph 1.1.4 of Article 9 -* the game will be stopped and restarted with a face-off in one of the rear corners of the penalty area.

6.1.2 The ball getting stuck between the bottom rink fences and the protection networks or when the ball crosses the fence and leaves the rink, either for having been intentionally thrown by a player, or for having touched a player or even if accidentally, either because it has been shot against the beam or a post of a goal cage and deflected out of the rink. In these situations *- and safeguarding either the provisions of paragraph 1.1.4 of Article 9 or the provisions of paragraph 6.2 of this Article -* the game will be stopped by the Main Referees, and restarted with an indirect free hit against the offender's team.

6.2 When the ball goes "out of play" *- either as a result of a ricochet effect between two sticks, or as result of a situation involving two or more players and the Main Referees are uncertain as to which player committed the foul -* the game will restart with a face-off.

6.3 When the ball touches the ceiling *- as a result of a shot against the beam or posts of a goal cage and when the Main Referees have doubts about which the offender is, in consideration of paragraph 2.2 of this Article -* the game will restart with a face-off on the centre of the rink.

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ARTICLE 18

SCORING AND VALIDATING A GOAL

1. VALIDATING A GOAL

1.1 In regular playing conditions, a goal is scored each time the ball has completely crossed the "goal line", marked between the two posts and under the top beam, into the cage, without the ball having been thrown, transported or kicked with the foot or some other part of the attacking player's body.

1.2 A goal will always be valid if scored from:

1.2.1 A regular shot, from any part of the rink, unless it immediately enters the cage as a result from an indirect free hit or a centre pass, without having been touched or played by another player.

1.2.2 A regular face-off, also when the ball immediately enters the goal cage, without having been touched or played by another player.

1.2.3 A goal scored by a player in her/his own team's goal cage, either with her/his stick or some part of her/his body, regardless of her/his position on the rink.

1.2.4 A goal scored by the opponent goalkeeper, after a valid and regular intervention for defending her/his goal cage, with the ball going directly to the opponent goal cage, without having been touched or played by another player.

1.3 When the ball rises above one meter and fifty centimetres (*1.50 meters*) *- after rebounding off the posts or top beam of the goal cage, or the boards around the rink -* and then falls on the goalkeeper's back and enters the cage, the Main Referees will validate the goal as no foul was committed by the player who struck the ball.

1.4 If a player of the defending team throws her/his stick, mask or glove, in an attempt to prevent the ball from entering the cage, but without succeeding, the Main Referees will allow the goal and take disciplinary action against the offender, in conformity with paragraph 8.1 of Article 22 of these Rules.

2. INVALID GOALS

2.1 A goal is not valid when scored from:

2.1.1 A rebound in any part of the body or in the skates of a team player that it would benefit, regardless of this goal have been obtained as a result of an accidental or unintentional action of the player concerned.

2.1.2 An indirect free hit, as the ball enters directly in the opponent's goal cage, without having been touched or played by another player.

2.1.3 A centre pass, as the ball enters directly in the opponent's goal cage, without having been touched or played by another player.

2.1.4 An intervention from outside the game, having unduly entered the rink.

2.2 In every situation above, the game will restart with a face-off, which will always be executed in one of the lower corners of the penalty area in which a non-valid goal was scored.





3. GOAL SCORED AT THE END OF THE MATCH OR AT THE END OF THE FIRST PERIOD

If a "valid goal" is scored at the exact moment when the Official Table signals the end of the first period or of the match, the Main Referees must ensure that the goal is officially validated, by ordering the "centre pass" and whistling immediately to signal the end of the period or match.

4. GOAL SCORED DURING EXTRA-TIME

If a valid goal is scored during extra-time ("*golden goal*"), the Main Referees will follow the procedures as set out in paragraph 1.4 of Article 5 of these Rules, whistling immediately to end the match and validate hereby the goal scored. It is not necessary to execute the corresponding centre pass.

5. INTENTIONAL SCORING IN OWN CAGE

If a player or goalkeeper intentionally scores a goal in her/his own team's cage, the Main Referees will always validate the goal, however – *in addition* – they must carry out the following procedures:

- 5.1 Award two red cards, one to the Player or Goalkeeper responsible for the goal in the team's own cage, the other to the Main Coach or – *in her/his absence and in the following order* – to the Assistant Coach, or one of the team Delegates or the Captain on the rink.
- 5.2 Sanction of the offenders' team with two different power-plays, having in mind what is established in paragraphs 1.3 and 2 of Article 10 of these Rules.

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ARTICLE 19

BLOCKING AND OBSTRUCTION

1. BLOCKING

Legal tactical action carried out by an attacking player, who – *within the opponent's field of vision and without any physical contact* – tries to prevent an opponent from obtaining a defensive but favourable position, and thus hinders the efficacy of her/his action.

- 1.1 The "blocker" can place him/herself sideways, and carry out the blocking statically (*without ball*) or dynamically (*with ball*).
- 1.2 If the blocked player is standing still, the "blocker" may carry out the blocking as close as he wishes, provided he does not make physical contact.
- 1.3 If the blocked player is on the move, the "blocker" has to give him enough space – *minimum distance required is 50 (fifty) centimetres* – to allow him to avoid the blocking, by stopping or changing direction.
- 1.4 The "blocker" may not express aggressiveness in her/his attitude. He/she must lean slightly forward and keep the stick low.

2. UNDOING A BLOCK

Useful and legal tactic in which no space is occupied by the attacking player and that is carried out with no physical contact with the opposite defending player.

3. THE CURTAIN

Another legal tactic, carried out by an attacking player, who – *being the ball carrier or not* – moves ahead of a defending opponent, hindering him to act efficaciously against the attacking action carried out by the player who has possession of the ball.

4. ILLEGAL BLOCKING

Blocking is illegal when one of the following situations occurs:

- 4.1 The "blocker" makes physical contact with a "defensive" opponent.
- 4.2 The "blocker" assumes an "aggressive" attitude, holding her/his stick above the line of her/his own skates as a way to obtain additional space and/or intimidate the "blocked" player.
- 4.3 The "blocker" is moving and does not keep a minimum distance of 50 (*fifty*) centimetres from the player he is blocking or when he pushes or bumps into him.

5. OBSTRUCTION

Illegal action occurring when a player – *attacking or defending* – intentionally makes physical contact with an opponent, so as to prevent him from opposing her/his action and/or progression on the rink, as for instance:

- 5.1 Cutting or barring the way to an opponent, preventing him from getting away without the ball or from participating in going-on action.
- 5.2 Pressing an opponent against the barrier, so as to prevent him from playing the ball.
- 5.3 Grabbing or leaning on the goal cage or on the rail or upper part of the rink barrier, with the aim of obstruction the way to an opponent and as such hindering her/his free movement.

6. Illegal blocking and obstruction must be punished by the Main Referees with a "team foul" to the offending team, according to paragraph 3.5 of Article 25 of these Rules.

6.1 However, the Main Referees must correctly "read" and evaluate the situations of play, distinguishing between:

- 6.1.1 Faulty and "punishable" actions – *cases of obstruction and illegal blocking* – which are committed intentionally and involve physical contact with the opponent; and
- 6.1.2 Perfectly legal tactical actions of attacking players that, as such, enhance the game's competitiveness and must not be punished

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- 6.2** When, in the action of the game, a player is in the opponent's way, he/she is not obliged to step aside and clear the way, being allowed to stay in the opponent's trajectory and stand still in front of him/her, as long as he/she abstains from making any move.

ARTICLE 20

OTHER SPECIFIC SITUATIONS OF PLAY



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1. DISPLACING THE GOAL CAGE

When a goal cage is displaced, the Main Referees must act as follows:

- 1.1** When the goal cage is intentionally displaced by a goalkeeper or player of any of the teams, the Main Referees will stop the game immediately, show the offender a blue card, and ensure the corresponding penalties as specified in paragraph 2 of Article 26 of the present Rules. They will also keep in mind the following:
- 1.1.1** If the foul is committed by a player who "attacked" the displaced goal cage, an indirect free hit must be awarded against the offender's team.
- 1.1.2** If the foul is committed by the goalkeeper or a player who "defended" the displaced goal cage, a penalty shot must be awarded against the offender's team.
- 1.2** When the goal cage is displaced unintentionally by a player of any of the teams, the Main Referees will proceed as follows:
- 1.2.1** Try to put the cage back on its right place, to avoid stopping the game.
- 1.2.2** When the above option is not practicable, the Main Referees will stop the game and proceed to put the cage back on its correct place. The game starts again with an indirect free hit executed by the team in possession of the ball at the moment of stoppage.

2. FACE-OFF

- 2.1** After a stoppage ordered by the Referees, the game starts again with a face-off in the following circumstances:
- 2.1.1** When the stoppage was not due to a foul being signalled and when the Main Referees are uncertain as to which of the teams had possession of the ball at the moment of stoppage.
- 2.1.2** When the stoppage was due to the signalling of two fouls of identical gravity and committed simultaneously by players of both teams.
- 2.2** To execute a face-off, two players, 1 (*one*) of each team, will stand facing each other, their backs to their own half of the rink and sticks resting on the floor at a minimum distance of 20 (*twenty*) centimetres from the ball.
- 2.2.1** Except for the players who take part in the face-off, all players must be at a distance of at least 3 (*three*) metres from the place of the take-off.
- 2.2.2** When a face-off takes place, the players may only touch the ball after the referee's whistle.
- 2.2.3** If the ball is moved by one of the players before the referee whistles, an indirect free hit will immediately be signalled against the offender's team, to be taken at the same spot.
- 2.3** The place where the face-off is taken will be indicated by the Main Referees, depending on the place where the ball was at the moment of stoppage, without prejudice of the following specific situations.
- 2.3.1** After a non-valid goal, scored irregularly from a centre pass or an indirect free hit, the face-off will be conducted in one of the lower corners of the penalty area.
- 2.3.2** When the ball went "out of play", for being caught in the goalkeeper's leg guards or in some outer part of the goal cage, the face-off will be conducted in one of the rear corners of the penalty area.
- 2.3.3** When the ball touches the ceiling – *as in paragraph 6.3 of Article 17 of these Rules* – the face-off will be conducted on the centre spot of the rink.
- 2.3.4** When stoppages occur when the ball is inside the penalty area or between the extension of the goal-line and the end boards of the rink, the face-off will be conducted in one of the corners of the penalty area, more specifically in the corner nearest to the place where the ball was at the moment of stoppage.

3. ABANDONING THE GAME

A team that voluntarily abandons the game, either during a friendly tournament or an official event, will be removed from the competition and sanctioned with a fine to be set by the authorities concerned.

4. DAMAGE OR DEFECT OCCURRING DURING THE GAME

- 4.1** If interruptions occur during the game – *because of power failure, deficiencies on the rink itself, or because the rink becomes wet and slippery* – the Main Referees may allow a supplementary tolerance of 60 (*sixty*) minutes maximum, to solve the problems and resume the game.
- 4.2** The supplementary tolerance time mentioned above is the total time available to the Main Referees to interrupt the game in order to attempt to solve all these problems during a game.
- 4.3** When all 60 (*sixty*) minutes established in paragraph 4.1 above expired, without the resolution of the problems, the Main Referees will end the game and inform the team captains of her/his decision, reporting all the facts on the official Match Report.

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5. INJURED PLAYERS ON THE RINK

- 5.1 When a player is injured and falls inanimate on the floor, the Main Referees must stop the game immediately, and allow the doctor and/or physiotherapist to enter the rink to give the necessary assistance.
- 5.1.1 While a player is being assisted on the rink, the Main Referees must allow the other players to gather together near their reserve bench or anywhere else on the rink.
- 5.1.2 Except when no substitutes are available, a goalkeeper or player who has to receive assistance on the rink must compulsorily be replaced even if he recovers and is apt to continue in the game.
- 5.1.3 When there is no goalkeeper available because of disciplinary action or injury, he must be replaced by a floor player, in consideration of paragraph 5.1 of Article 16.
- 5.1.4 To restart the game the Main Referees – *in function of the place of the ball at the moment of stoppage*--will order:
- An indirect free hit, to be executed by the team in possession of the ball at the moment of stoppage; or
 - A face-off, in case of uncertainty on which of the teams was in possession of the ball.
- 5.1.5 A goalkeeper or player who received assistance on the rink will only be allowed to return on the rink after the Main Referees have ordered the game to start again.
- 5.2 When a goalkeeper is injured when making a save and a new charge follows by which a goal is scored, the Main Referees must validate the goal.

6. ACTIONS IN WHICH NA ATTACKING PLAYER SEEKS TO BENEFIT ILLICITLY FROM A FOUL

- 6.1 The Main Referees must always evaluate with lucidity the situations that may conceal unsportsmanlike and ethically condemnable behaviour with some players who try to cheat on the Main Referees and – *illicitly* – seek to benefit from opponent's fouls that, in fact, are not. These situations occur more frequently in certain situations of play, such as:
- 6.1.1 A player who – *placed in the opponent's penalty area* – seeks to benefit from a penalty by simulating to have suffered a foul.
- 6.1.2 A player who – *although outside the opponent's area* – simulates to have suffered a foul, in a situation when the opponent would always have to be sanctioned with a direct free hit as a consequence of the number of team fouls that the team had been accumulating.
- 6.1.3 An attacking player who – *being in possession of the ball inside the opponent's area* – seeks to benefit a penalty by trying that an action be considered fouls such as, for instance, when he renounces to attacking the cage and chooses to conduct the ball in the direction of:
- The body or protection equipment of the opposite goalkeeper who, accidentally, let her/his stick falls and – *anxious to recuperate it* – leaves her/his cage unprotected;
 - The body of an opponent who slipped and fell on the floor.
- 6.2 When assessing situations similar to the examples above, the Main Referees will apply the following procedures:
- 6.2.1 Immediately interrupt the game and verbally warn the attacking player, considering that he is the one who committed the infraction, as he tried – *illicitly* – that the other team be assigned a foul.
- 6.2.2 Afterwards, they will indicate to the Assistant Referee that a team foul be registered to the attacking player, and then order the game to start again with an indirect free hit against her/his team, except for paragraph 3.3.1 of Article 25 of these Rules.



CHAPTER V

FOULS AND PENALTIES – ADVANTAGE RULE

ARTICLE 21

TYPOLGY OF FOULS AND INFRACTIONS – ADVANTAGE RULE



1. Violations of the rules in Rink-Hockey can be divided in:
 - 1.1 Infractions and technical fouls.
 - 1.2 Infractions and disciplinary fouls.
2. **INFRACTIONS AND DISCIPLINARY FOULS** must be differentiated as to their:
 - 2.1 **GRAVITY:**
 - 2.1.1 Minor fouls
 - 2.1.2 Team fouls
 - 2.1.3 Serious fouls = Blue card fouls
 - 2.1.4 Major fouls = Red card fouls
 - 2.2 **APPEARANCE:**
 - 2.2.1 Verbal fouls
 - 2.2.2 Contact fouls
 - 2.3 **MOMENT:**
 - 2.3.1 Fouls committed while the game is in progress
 - 2.3.2 Fouls committed when the game is stopped
 - 2.4 **PLACE:**
 - 2.4.1 Fouls on the rink
 - 2.4.2 Fouls on the reserve bench
3. **INFRACTIONS AND ADVANTAGE RULE**
 - 3.1 The Main Referees must always interrupt the game to signal a foul, except in situations when they have to apply the "advantage rule" – *as set out hereafter* – and let play continue in order to guarantee that the offending team does not benefit from the foul itself committed.
 - 3.2 If an imminent goal situation occurs, the Main Referees must allow the advantage rule, and, immediately upon conclusion of the shot, proceed as follows:
 - 3.2.1 When no goal is scored, stop the game immediately and proceed as indicated in paragraphs 3.5.1, a) and b) of the present Article.
 - 3.2.2 When a goal is scored, validate the goal and, afterwards, apply – *if this is the case* – the disciplinary punishment to the offenders and their team, and restart the game with the centre pass corresponding to the goal scored
 - 3.3 When there is no imminent goal situation, the Main Referees will only grant the "advantage rule" when the team that suffered a team foul may benefit from a favourable counter-attack situation, i.e., when one of the following situations occurs:
 - 3.3.1 One or two players from the team that suffered the foul proceed with the ball to the opponent's goal cage, having – *besides the Goalkeeper* – only one opponent, or even none, in their way.
 - 3.3.2 Three of its players, one of them with the ball, proceed to the opponent's goal cage, having – *besides the Goalkeeper* – opposition from two, one or none opponents.
 - 3.4 Whenever the Main Referees decide to apply the "advantage rule" – *in consideration of paragraph 3.3 of this Article* – , not interrupting the game to signal a foul, they will always instruct the Assistant Referee to register the team foul committed by the infractor even when the game was not stopped.
 - 3.5 Except for paragraph 3.2 of this Article, the "advantage rule" will not be applied by the Main Referees – *who must interrupt the game and immediately signal the foul* – in one of the following circumstances:
 - 3.5.1 When a serious or major foul was committed, the Main Referees must adopt the following additional procedures:
 - a) Disciplinary sanction of the foul or infraction, both to the offender (*blue or red card, accordingly*) and the offender's team (*power-play*).
 - b) Technical punishment of the offender's team, with a direct free hit or a penalty shot, in function of the place where the foul was committed.
 - 3.5.2 When a team foul was committed that – *by itself and in consideration of paragraph 3.3.1 of Article 32* – determines a direct free hit against the offender's team.



4. FOULS COMMITTED WITH THE STICK AGAINST AN OPPONENT'S STICK

- 4.1 The Main Referees must be able to discriminate and correctly evaluate all situations of play, namely when there are actions that may be considered faulty and, among these, the situations in which the "advantage rule" may be applied, taking in consideration the above Articles of the present chapter.
- 4.2 In the specific case of faulty actions committed with the stick, the Main Referees must be able to assess – *in order to avoid unnecessary interruptions in the game* – the situations in which, effectively, a foul with a stick may not go unpunished, as in the following examples:
- 4.2.1 When a player slightly "touches" an opponent's stick, the Main Referees will allow the game to go on normally, without signalling a foul.
- 4.2.2 When a player uses her/his stick to "hit" repeatedly and/or vehemently an opponent's stick, the Main Referees will ensure the following procedures:
- Immediately stop the game and signal a team foul and then order an indirect free hit against the offender's team; or
 - Apply the "advantage rule" – *if this is the case, in attention of paragraphs 3.3 and 3.4 of this Article* – not interrupting the game, though instructing the Assistant Referee to register a team foul to the team.

ARTICLE 22

PENALTIES FOR FOULS – GENERAL RULES



1. All fouls and violations of the Rules of the Game must receive the appropriate penalty:
- Punishment of the offender in strictly disciplinary terms, which may include the following situations:
 - Verbal warning, according to paragraph 2.2 of Article 25 of these Rules.
 - Temporary suspension (*blue card*), according to Article 26 of these Rules
 - Final expulsion (*red card*), according to Article 27 of these Rules.
 - Punishment of the offender's team in technical and disciplinary terms, which may include the following situations:
 - Concerning the technical sanction of the offender's team:
 - An indirect free hit, according to Article 28 of these Rules.
 - A direct free hit or a penalty shot, according to Article 29 of these Rules.
 - Concerning the disciplinary sanction of the offender's team: power-play with less 1 (*one*) or 2 (*two*) players on the rink, according to Article 10 of these Rules.
2. Except situations in which the Main Referees must apply the "advantage rule", all fouls committed during the game must be penalised according to their gravity, bearing in mind that a foul will be considered the more serious the more it contributes to prevent a goal from being scored
3. **ROUGH AND INCORRECT PLAY**
- 3.1 Rough and incorrect play is not allowed and will be penalised. For instance:
- Pressing an opponent against the goal cage or the rink boards;
 - Charging, pushing and deliberately obstructing an opponent;
 - Fencing or hitting opponent players with the stick or grabbing them by some part of their equipment or body;
 - Fighting, punching, kicking or any other kind of aggressions.
- 3.2 Except for the goalkeeper inside her/his penalty area, no other player is allowed to grab the goal cage while playing the ball.
- 3.3 Hitting or hooking an opponent with the stick is a particularly violent and dangerous act that the Main Referees will severely punish, both technically and disciplinarily.
4. **PLACE OF THE FOULS**
- 4.1 Except as establish in 4.2 hereunder, the place of the foul is defined in function of the "place where the foul is committed".
- 4.2 When, as the result of a shot to the cage, the ball was lifted over 1, 5 (*one and a half*) metres, the place of the foul coincides with the "place where the action started", i.e., the place where the ball was struck by the stick of the attacking player.
5. **FOULS SIGNALLLED IN THE DEFENSIVE ZONE OF THE TEAM BENEFITING FROM THE FOUL**
- 5.1 Except for paragraph 5.2 above, when a team benefits from an indirect free hit committed in any part of its defensive zone, *the* ball may be put in play immediately, without being necessary to respect the exact location where the foul was committed, nor take it to one of the corners of the penalty area.
- 5.2 However, before taking the penalty, the ball must always be completely still.
6. **ADDITIONAL OFFENCES COMMITTED WITH THE GAME STOPPED AFTER THE SANCTIONING OF A SERIOUS OR MAJOR FAULT**
- When – *before the restarting of the game restarted, after one or more representatives of a team have been sanctioned with blue card or a red card* – new serious or major offences have been committed by the representatives of the same team – *whether or not the same offenders that had been initially sanctioned* – the Main Referees must follow the procedures set out in the following paragraphs:

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6.1 DISCIPLINARY SANCTION OF THE OFFENDERS

- 6.1.1 If a minor misconduct occurs – *including an incorrect behaviour or an inconvenient attitude* – the Main Referees must address a verbal warning to the offender, made in a public and transparent way, without any other consequences for the offender and for her/his team.
- 6.1.2 If, at the same moment of the game, occurs a recurrence in the offences referred to in paragraph 6.1.1 above, the Main Referees must follow the procedures established in paragraph 2.1 of Article 26 of these Rules. 109
- 6.1.3 If, at the same moment of the game, a serious fault occurs, the Main Referees must follow the procedures established in paragraph 2.1 of Article 26 of these Rules. 109
- 6.1.4 If, at the same moment of the game, a major fault occurs, the Main Referees must follow the procedures established in paragraph 2.1 of Article 27 of these Rules.

6.2 DISCIPLINARY SANCTION OF THE OFFENDERS' TEAM – POWER-PLAY

In the event of any of the offences referred to in paragraphs 6.1.2, 6.1.3 and 6.1.4 of this Article, the team of offenders will always have to be sanctioned with two distinct "power-play" and the Main Referees must proceed according to the provisions of Article 10 of these rules. 110

6.3 TECHNICAL SANCTION OF THE TEAM OF THE OFFENDERS

- 6.3.1 Safeguarding the provisions about the disciplinary sanctioning of the team of the offenders (*power-play*), all the infringements that are practiced when the game was stopped or interrupted will not have any consequences regarding the technical punishment of the team of the offender and the procedures to restart the game will always be carried out in accordance with the provisions of paragraph 6.3.2 of this Article.
- 6.3.2 The Main Referees will restart the game taking into consideration the infringements that lead to the game interruption, that is:
- In the case of faults or infringements committed at the same time or at the same moment of the game, the restart of the game will have to be carried out in accordance with the provisions of paragraph 7 of this Article.
 - In all other situations, the restart of the game will have to be carried out with a direct free hit or with a penalty against the team of the offenders, after taking into consideration the rink place where the serious or major foul was committed, implying the interruption of the game.
- 6.4 Safeguarding what is established in paragraph 7, of this Article, when the game restarts both teams will have in the rink a different number of players, having in mind that:
- 6.4.1 The team that was punished with two different infringements can only have 3 (*three*) players on the track.
- 6.4.2 The other team, that only was punished for a single offence, will have 4 (*four*) players on track.

7. FOULS OR INFRACTIONS COMMITTED SIMULTANEOUSLY OR WITHIN THE SAME MOMENT OF AN ACTIVE GAME

- 7.1 Safeguarding what is established in paragraph 7.2 of this Article, when two offenders – *one of each team* – commit simultaneously (*or within the same moment*) fouls of the same nature and gravity, both receive a disciplinary penalty (*if it is the case*), and the game will restart with a face-off, to be executed at:
- 7.1.1 The place where the fouls were committed, if committed on the same place; or
- 7.1.2 The place where the ball was, if committed on different places.
- 7.2 When two offenders – *one of each team* – commit simultaneously (*or within the same moment*) fouls of the same gravity that need to be punished with a "team fault", the Main Referees must consider the following alternatives in what concerns the restart of the game:
- 7.2.1 The game will need to be restarted with a face-off, as set out in paragraph 7.1 of this article whenever is applicable – *according to the provisions of paragraph 3.3.1 of Article 25 of these rules* – one of the following situations: 111
- Both teams would have to be punished with a direct free-hit;
 - None of the teams would have to be sanctioned with a direct free-hit
- 7.2.2 The game will be restarted with a direct free-hit when just one of the teams – *according to the provisions of paragraph 3.3.1 of Article 25 of these rules* – has to be punished – *in technical terms* – with this type of sanction. 111
- 7.3 Except for the provisions established in paragraph 7.4 of this Article, when two offenders – *one of each team* – simultaneously or within the same moment of the game commit fouls of a different gravity, both receive a disciplinary sanction (*if it is the case*) and the Main Referees will ensure the restart of the game with the execution of the technical sanction related with the most serious foul, punishing the team of the offender in question.
- 7.4 The game will be restarted with a face-off – *to be executed as established in paragraph 7.1 of this Article* – when the offences in question, although from a different gravity, may imply the same or similar technical sanctioning for both teams, namely:
- 7.4.1 The offender of one of the teams team commits a serious or very serious foul, that is punished with a blue or a red card, implying the correspondent technical sanction: a direct free-hit or a penalty, depending on the place where the foul in question has been committed;
- 7.4.2 The offender of the other team commits a foul that – *according to the provisions of paragraph 3.3.1 of Article 25 of these rules* – need to be technical punished with a direct free-hit against the same team. 111



7.5 If two offenders of the same team commit simultaneously (*or within the same moment*) fouls of a different gravity, both receive a disciplinary sanction (*if it is the case*) and their team will be technically sanctioned in conformity with the most serious foul that has been committed, without prejudice of the following additional procedures that – *if applicable* – need to be followed by the Main Referees:

7.5.1 If a “team foul” is the less severe offense then occurred, the Main Referees will have to insure that the same is not recorded, having in mind that the other foul is a serious or a major one, which implies, by itself, that the game will be restarted with a direct free-hit or a penalty, depending on the place where the foul in question was committed..

7.5.2 If a “team foul” is the more severe offense then occurred, two different alternatives should be considered for restating the game:

- a) The execution of a direct free-hit against the offending team, if it is applicable what is established in paragraph 3.3.1 of Article 25 of these Rules; or
- b) The execution of an indirect free hit against the offending team.

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8. FOULS OR INFRACTIONS COMMITTED FROM A DISTANCE ON OPPONENTS ON THE RINK

8.1 In the case of fouls committed from a distance – *throwing of stick, gloves, mask, etc. and when the ball is in play* – the Main Referees will ponder the practical “result” of the infraction committed, and keep in mind the following alternatives of action:

8.1.1 When the offender is duly identified by the Main Referees: red card and expulsion for the remainder of the match.

8.1.2 When the offender is not identified by the Main Referees: procedures as specified in paragraph 2.2 of Article 23 of these Rules.

8.1.3 In every case, the team of the offender is punished with a single power play, corresponding to the red or blue card, taking into consideration what is established in Article 10 of these Rules.

8.2 The team of the offender will also be punished with a direct free hit or a penalty shot, taking in account:

8.2.1 The place where the player was hit, when the foul was “attempted and successful”.

8.2.2 The place where the ball was at the moment of stoppage, when the foul was “attempted but unsuccessful”, as the opponent was not hit.

8.3 Once this kind of foul is always sanctioned with a direct free hit or a penalty shot, the “advantage rule” will not be applied and the Main Referees will stop the game immediately, and ensure the procedures set out in paragraphs 7.1 and 7.2 of this Article.

8.4 When a goal is scored, the Main Referees will validate the goal and afterwards – *according to paragraph 7.1 of this Article* – apply the disciplinary punishment to the offender and her/his team, and restart the game with a centre pass.

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ARTICLE 23

FOULS COMMITTED OUTSIDE THE RINK

1. FAULS COMMITTED OUTSIDE THE RINK

Fouls or infractions – *serious or major* – committed by team members – *players, delegates, technical team and assistants* – who are on the reserve bench, are, for example:

1.1 Throwing a stick or any other object onto the rink;

1.2 Protesting or ostensive disagreeing with the Main Referees’ decisions;

1.3 Insulting, threatening or aggressing any agent in the game (*Main Referees, members of the Official Table, members of the opposite or own team, public*).

1.4 While play is in progress, entering the rink or, by any other means, trying to interfere with the Main Referees’ or players’ action on the rink.

1.5 Flagrant unfair conduct and lack of sportsmanship.

1.6 Manipulation of the game’s clock with bad intentions, when controlled by a delegate of one of the teams in play.

2. PUNISHMENT OF FAULS COMMITTED OUTSIDE THE RINK

2.1 PENALTIES FOR OFFENDERS IDENTIFIED BY THE REFEREES

2.1.1 Players and main coach will be awarded a blue or red card, according to the gravity of the foul, and will serve the corresponding penalty, without prejudice of the following:

2.1.2 Except for paragraph 2.1.4 of article 26, when the main coach is awarded a blue card, he is not suspended from the game, but his team is penalised with power-play (*2 minutes*) and one player (*indicated by the coach*) being sent off the rink. This player is not given any disciplinary penalty and is allowed to re-enter the rink to replace a team-mate.

2.1.3 The other team members – *delegates, assistant coaches and other members of the technical team* – are awarded a red card and expelled from the reserve bench.

2.2 PENALTIES WHEN OFFENDERS ARE NOT IDENTIFIED BY THE REFEREES

2.2.1 At the first non-identified offence, the coach will be awarded a blue card, but not suspended.

2.2.2 After being awarded a third blue card – *as a result of accumulation of cards, for similar infractions or not* – the coach will be awarded a red card and expelled from the reserve bench for the remainder of the match.

2.2.3 When the coach has already been expelled, the Main Referees will show a red card to the team delegate or, in her/his absence, to the player on the rink who acts as team captain.



2.3. PENALTY FOR THE OFFENDER'S TEAM

- 2.3.1 The offender's team will be disciplinary penalised with power-play (*two or four minutes, according to the colour of the card awarded*).
- 2.3.2 The offender's team will be technically penalised with a direct free hit, except if the foul was committed when the game was stopped and no technical penalty is to be applied.

ARTICLE 24

TECHNICAL FOULS



1. Technical fouls include all infractions committed on the rink that are essentially related with the breaking of rules, procedures or technical gestures as specified in the Rules of the Game, as for example:
 - 1.1 Playing the ball when leaning on or clinging to the goal cage, except the goalkeeper when in her/his penalty area
 - 1.2 Remain in possession of the ball, stopped and with his back to the rink, in any of the corners of the rink or behind a goal cage
 - 1.3 Immobilise or keep the ball immobilised between the boards and the skates or between the fence and the stick
 - 1.4 Committing a foul when executing a penalty or direct free hit (*simulating or moving the ball after the 5 seconds allowed*)
 - 1.5 Lifting the ball above legally allowed height, except in the case of the goalkeeper – *when he is inside her/his penalty area* – and regardless of that action being a result of defending her/his cage.
 - 1.6 Committing a foul during a face-off (*moving the ball before the referee whistles, provoking the opponent to commit a foul, etc.*).
 - 1.7 Exceeding the time allowed for keeping the ball in one's defensive zone (*ten or five seconds*)
 - 1.8 Irregularly preventing a goal from being scored (*intercepting the ball with hand or foot*)
 - 1.9 Intentionally kicking the ball with any of the skates.
 - 1.10 Grab or hold the ball with any of the hands
 - 1.11 Intentional action of goalkeepers – *grab the ball, lie down on top of it, hold it between the legs or with sleeves* – not allowing the ball to be played
 - 1.12 Play the ball off the rink.
 - 1.13 Shouting or whistling to trick the opponent who carries the ball.
 - 1.14 Hold the stick above shoulder height, so as to put in danger the physical integrity of another player, whether an opponent or a team mate.
 - 1.15 Cut or play the ball irregularly with the stick – *such as, cut or chop the ball with the acute edge of the blade* – except in the case of a goalkeeper – *when inside her/his penalty area* – and regardless if this action resulted in a defence or not.
 - 1.16 Entering or standing still in the opponent's goalkeeper's protection area, while not in possession of the ball.
2. Sanctions for technical fouls are awarded at the place where the foul was committed. They involve no disciplinary sanctions whatsoever.
 - 2.1 With the exception of the proceedings established in paragraph 4.1 of Article 29 of these Rules, if the offending player is inside her/his penalty area, the Main Referees will stop the game immediately and signal a penalty shot against the offender's team.
 - 2.2 In all other situations – *if the "advantage rule" is not applicable* – the Main Referees will stop the game immediately and signal an indirect free hit against the offender's team.

ARTICLE 25

MINOR FOULS AND TEAM FOULS



1. Minor fouls and team fouls are minor infractions. They imply, however, different treatment and different penalties, as follows.
2. **MINOR FOULS**
 - 2.1 Without prejudice of paragraph 3.1 of this Article, minor fouls are fouls practiced when play is stopped, and include only incorrect behaviour, as are example the following infractions:
 - 2.1.1 Jumping the fence without the Main Referees' permission.
 - 2.1.2 Simulate an injury or simulate having suffered a foul committed by an opponent.
 - 2.1.3 When the goalkeeper takes the initiative to go to her/his reserve bench to clean her/his visor or for any other reason, without previously requesting the Main Referees' permission.
 - 2.1.4 When the goalkeeper, while defending her/his cage – *during a direct free hit or penalty shot* – moves before the executing player plays the ball.
 - 2.1.5 When a player – *during a direct free hit or penalty shot and positioned inside the penalty area of the team benefitting from the foul* – moves in the direction of the ball, before the executing players plays the ball.
 - 2.1.6 When the doctor and/or physiotherapist enter the rink to give assistance to a player without previous authorisation from the Main Referees.
 - 2.1.7 Intentional delaying when a time out is signalled
 - 2.1.8 When the goalkeeper is not positioned regularly in her/his cage, in violation of paragraph 1.2 of Article 13 of the present rules.



- 2.2 When it is the first time the offender commits any of the fouls mentioned in the paragraph above, the Main Referees will proceed as follows:
- 2.2.1 Give the offender a verbal warning. No other sanctions will result of it, neither for her/him or for her/his team.
- 2.2.2 The Main Referees must always make sure that the warning is given in a public and transparent way, standing close to the offender – *demanding him to stand up, if necessary* – and using clear gestures, indicating that, being a first offence, it should not be repeated.
- 2.3 If the offence mentioned in paragraph 2.1.1 of this Article is repeated, the Main Referees will show a blue card to the offending goalkeeper or floor player, implying – *for the repeating offender and her/his team* – the additional sanctions set out in paragraph 2 of Article 26 of these Rules.
- 2.4 If the offence mentioned in paragraph 2.1.6 of this Article is repeated, the Main Referees will show a red card to the offending medical doctor and/or physiotherapist, according to paragraph 7 of Article 12 of these Rules.
- 2.5 Safeguarding the established in paragraphs 2.3 and 2.4 of this Article, repeating any of the other minor fouls will determine the following procedures to be taken by the Main Referees:
- 2.5.1 If the same foul is repeated at the same moment or action of play – *for instance, during the same punishment (indirect free hit, direct free hit or penalty shot)* – they will immediately show:
- a) A blue card, if the offender is a goalkeeper, floor player or main coach; implying – *for the repeating offender and her/his team* – the additional sanctions set out in paragraph 2 of Article 26 of these Rules.
- b) A red card, if the offender is one of the other team-members, implying – *for the repeating offender and her/his team* – the additional sanctions set out in paragraph 2 of Article 27 of these Rules.
- 2.5.2 If the same foul is repeated after the moment or action of play in which the first offence occurred, the procedures as set out in paragraph 2.2. of this Article will again be applied.



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3. TEAM FOULS

- 3.1 Team fouls consist of minor fouls only, committed as follows:
- 3.1.1 While the game is stopped, but only in the following cases:
- a) Not respecting regular distance when an indirect free hit is being taken against one's team.
- b) Intentionally displacing or retaining the ball, delaying the execution of an indirect free hit against one's team.
- 3.1.2 While play is going on, the following fouls are examples, when committed by a rink player:
- a) Illegal blocking or intentional obstruction of an opponent, as in paragraphs 4 and 5 of Article 19 of these Rules.
- b) Misleading the Main Referees, simulating a foul or illicitly trying to benefit from a foul against one's team, as in paragraph 6.1 of Article 20 of these Rules.
- c) Contact fouls committed without the use of violence and without provoking major physical injuries, such as grabbing or pushing an opponent, hitting an opponent's stick or her/his shin padding.
- d) Take active part in the game when one's equipment is not in regular conditions, according to paragraph 3.1 of Article 17 of these Rules.

3.2 INFORMATION AND RECORDS OF TEAM FOULS ACCUMULATED BY THE TEAMS

- 3.2.1 Except for paragraphs 3.5.1 a) and b) of this Article, the Main Referees must signal to the Assistant Referee – *clearly and using the specific signs (to be made by both)* – all team fouls occurring during the game, both the fouls that are effectively signalled as the ones that – *not yet whistled* – were subject to the application of the advantage rule.
- 3.2.2 The Assistant Referee at the Official Table is responsible for:
- a) Recording the number of accumulated team fouls awarded, according to the specific information communicated by the Main Referees.
- b) Informing publicly the team fouls registered to each team.
- 3.2.3 The record of the number of accumulated team fouls will be kept up-to-date. The fouls are carried over from the first part to the second part of the match, and also – *if the case* – from regular playing time to extra-time.

3.3 TEAM FOULS ACCUMULATED DURING THE GAME – SANCTIONS AND SPECIFIC PROCEDURES

- 3.3.1 As soon as a team accumulates 10 (*ten*) team fouls it will be technically sanctioned with a direct free hit, as well as each time this team accumulates 5 (*five*) additional team fouls.
- 3.3.2 As soon as a team accumulates 9 (*nine*) team fouls in the first part of the match – *or when it accumulates 5 (five) additional team fouls (total of 14, 19, etc.) in the next parts of the match* – the Assistant Referee will place a sign on the Official Table – *or show an information card* – so that, when another team foul is committed, the Main Referees immediately signal a direct free hit, not allowing the advantage rule.
- 3.3.3 In any case, whenever a team reaches the number of accumulated team fouls that entails the sanction of a direct free hit, the Assistant Referee will let this known by means of a sound signal or whistle.
- 3.3.4 If – *at the same time that the Official Table indicates the end of a period of the match* – the Main Referees signal a team foul that – *in consideration of paragraph 3.3.2 of this Article* – entails a direct free hit against the offender's team, the hit must always be executed in conformity with paragraph 6 of Article 29 of these Rules.



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3.4 **TEAM FOULS COMMITTED WHILE THE GAME IS STOPPED OR INTERRUPTED – NO PUNISHMENT**

Except for paragraph 3.3.1 of this Article, team fouls committed while the game is stopped or interrupted will not be subject to any other sanction – *being only signalled by the Main Referees for the Assistant Referee's records.*

3.5 **TEAM FOULS COMMITTED WHILE PLAY IS IN COURSE – NORMAL PUNISHMENT**

Except for paragraphs 3.3.1 of this Article, normal punishment of the team fouls committed while play is active depends only on the place of the rink where they are committed, as follows:

3.5.1 The Main Referees will interrupt the game immediately – *taking in account that the advantage rule may not be allowed* – when a team foul occurs that must technically be sanctioned with:

- a) A penalty shot against the offender's team, to be signalled whenever the team foul is committed inside the offender's penalty area.
- b) A direct free hit against the offender's team, to be signalled whenever a team foul – *even when committed outside the offender's penalty area* – contributed, unquestionably, to prevent an evident goal from being scored by the opponent.

3.5.2 In any of the two situations mentioned above, the TEAM FOULS concerned will not be indicated or included in the Assistant Referee's records; neither will they entail disciplinary punishment of the offender or her/his team.

3.5.3 All other team fouls committed while play is actively in course will only be punished with an indirect free hit; no disciplinary sanction will be given to the offender or her/his team.



ARTICLE 26

SERIOUS FOULS / BLUE CARD FOULS



1. "Serious fouls" – *subject to a blue card* – comprise acts or dishonourable facts expressing insubordination, insults and/or offences, as well as fouls that endanger someone's physical integrity causing to need medical assistance and/or resulting in temporary incapacity to continue in the game. For instance:

- 1.1 Protesting the Main Referees' decisions, or aggressively or inopportunistly addressing an opponent, referee, team-mate or person in the public.
- 1.2 Publicly disagreeing with the Main Referees' decisions (*by words, gestures, ostensive shaking of the head, etc.*)
- 1.3 Mocking or shouting at Main Referees, team-mates, opponents or public.
- 1.4 Intentionally displacing a goal cage
- 1.5 Seizing, pushing or charging an opponent in a dangerous way (*including tackling against the boards or fence of the rink, making him/her fall*)
- 1.6 Hitting – *without violence* – an opponent on parts of the body that are not protected with padding (*trunk, hands, arms, legs or knees*)
- 1.7 Causing an opponent to stumble, making him/her fall
- 1.8 Hooking an opponent's skate with the stick, even if not intentionally and even if the player does not fall.
- 1.9 Hooking or hitting an opponent's stick from behind, preventing him from shooting to the cage.
- 1.10 Irregular substitution, entering the rink before the team-mate exits.

2. Safeguarding what is established in paragraphs 6 and 7 of Article 22 of these Rules, serious disciplinary fouls committed by team members – *Players and Goalkeepers, Delegates, Technical team and Assistants* – will be penalised as follows:

2.1 **DISCIPLINARY PENALTY FOR THE OFFENDER**

2.1.1 When the offender is a goal-keeper or a player, the Main Referees must show a blue card and send him/her off for a period of 2 (*two*) minutes, except for paragraph 2.1.4 of this Article.

2.1.2 When the offender is the team Main Coach, the Main Referees will show him/her a blue card, having in mind that:

- a) According to what is established in paragraph 2.1.2 of Article 23 of these Rules – *and safeguarding the disposals in paragraph 2.1.4 of this Article* – the Main Coach will not be temporarily suspended from the game;
- b) If the team Main Coach infringement occurs under the conditions established in paragraph 6 of Article 22 of these Rules, her/his team will always be sanctioned with two different power-play, having in mind what is established in Article 10 of these Rules.

2.1.3 When the offender is another team member, the Main Referees will show – *according to paragraph 2.1.3 of Article 23 of the present Rules* – a red card, signifying her/his definitive expulsion and leaving the reserve bench.

2.1.4 In case a third blue card is shown, by accumulation, to a goalkeeper, to a floor player or to the team Main Coach, the Main Referees will show the offender a red card and expel him from the game and making him leave the reserve bench

2.2 **DISCIPLINARY PENALTY FOR THE OFFENDER'S TEAM**

2.2.1 The team of the offenders is punished with a power-play, according to the provisions of Article 10 of these Rules.

2.2.2 Safeguarding what is established in paragraph 2.2.3 hereunder, the offender's team will be awarded a direct free hit or a penalty shot, depending on the place where the foul was committed.

2.2.3 If the serious foul is committed when the game is not in progress – *either during an interval or during a stoppage in the game* – no technical sanction will be awarded.





ARTICLE 27

MAJOR FOULS / RED CARD FOULS



1. Major fouls – *subject to a red card* - comprise very serious acts of indiscipline that may involve violence or major harm, or endanger the physical integrity of third parties, as for instance:
 - 1.1. Assuming, towards an agent in the game – *public, Main Referees, members of the Official Table, players and other members of the own or opposite team* - the following behaviour:
 - 1.1.1 Threats, insults, injurious words or obscene gestures;
 - 1.1.2 Aggression or attempted aggression;
 - 1.1.3 Reaction or attempted reaction to aggression, through aggressive and/or violent behaviour.
 - 1.1.4 Any other violent or brutal acts.
 - 1.2 Threatening, pushing or trying to attack an opponent when play is not in progress (*stoppage, interval or end of match.*)
 - 1.3 Rolling into an opponent, throwing him/her to the ground.
 - 1.4 Violently hitting an opponent on parts of the body that are not protected with padding (*trunk, hands, arms, legs or knees*).
 - 1.5 Intentionally hooking an opponent's skate with the stick, making him hit the floor.
 - 1.6 Throwing objects on the rink in the direction of the ball or against the Main Referees, the opponents or the team-mates.
 - 1.7 Provoking the public with offensive gestures or expressions (*or considered as such*).
 - 1.8 Practicing a new serious or major foul, when she/he was under a temporary suspension and the game had already restarted
2. Major disciplinary fouls committed by team members – *Players, Goalkeepers, Delegates, Technical team and Assistants* – will be penalised as follows:
 - 2.1 **DISCIPLINARY PENALTY FOR THE OFFENDER**
The Main Referees will show the offender a red card; expel him from the remainder of the game and forcing him to leave the reserve bench.
 - 2.2 **DISCIPLINARY PENALTY FOR THE OFFENDER'S TEAM**
 - 2.2.1 The offender's team will be penalised with power-play for a maximum period of 4 (*four*) minutes, according to Article 10 of the present Rules.
 - 2.2.2 Without prejudice of paragraph 2.2.3 hereunder, the offender's team will be awarded a direct free hit or a penalty shot, depending on the place where the foul was committed.
 - 2.2.3 If the major foul is committed when the game is not in progress – *either during an interval or during a stoppage in the game* - no technical sanction will be awarded.





CHAPTER VI

TECHNICAL PENALTIES FOR TEAMS

ARTICLE 28

INDIRECT FREE HIT



1. An indirect free hit will be signalled by the Referees to:

1.1 Penalise technically minor fouls committed on the rink, as well as more serious fouls in specific situations of play.

1.2 Restart the game – *after a stoppage called by the Main Referees without a foul having been committed* – benefiting the team in possession of the ball at the moment of stoppage.

2. EXECUTING THE INDIRECT FREE HIT

2.1 In regular conditions, the indirect free hit must be taken with the ball stationary, put in motion with one single stroke, without the Main Referees having to whistle.

2.1.1 When the player executing the hit asks the Main Referees for the opponents to position themselves at the regular distance of 3 (*three*) meters, the indirect free hit may not be taken before the referee whistles.

2.1.2 When a foul is committed near the boards – *or when the ball went outside the rink* – the indirect free hit may be executed with the ball at a distance until 70 (*seventy*) centimetres from the boards in question.

2.1.3 The players of the team benefiting from the foul may place themselves anywhere on the rink, except in the opponent goalkeeper's protection zone.

2.1.4 The player executing the indirect free hit is not allowed to play the ball again until

a) the ball has been touched or played by another player; or

b) the ball has touched the outer part of one of the cages.

2.1.5 When there is a delay in executing the indirect free hit, the Main Referees must whistle to order the game to start again immediately.

2.2 The player executing the hit may ask the Main Referees that the opponent players be positioned at the regular distance of 3 (*three*) meters; in this situation the indirect free hit may only be executed after the Main Referees' whistle.

2.2.1 if, before the whistle of the Referee, the ball is moved by the executant player – *is this or not the player who had requested the placement of opponents to regulatory distance* – the team of the offender will be immediately sanctioned with indirect free-kick, to be executed in the same location.

2.2.2 After the Main Referees whistle, the ball is in play and any player of the punished team may try to get possession of the ball and ensure the continuity of the game.

3. PLACES TO TAKE INDIRECT FREE HITS

The place where an indirect free hit is taken will be determined by the kind of foul that was committed and the place where the foul was committed, as follows:

3.1 In the case of fouls committed in the opponent's defensive zone, the indirect free hit will be taken in any place of the same zone, as it is specified in [Article 22 paragraph 5](#) of the present Rules.

3.2 In case the ball rises over one meter and fifty centimetres (*1.50 meters*) high, as a result of a movement of a player's stick who was "inside" her/his penalty area, the indirect free hit will be taken by the opposite team in one of the upper corners of that area.

3.3 In the case of fouls committed behind the offender's own goal cage, the indirect free hit will be taken in the rear corner of the penalty area, nearest to the place of the foul.

3.4 In the case of a player jumping the fence, the indirect free hit will be taken near the place of the foul:

3.5 In the case the ball is retained in one's defensive zone longer than the time allowed, the indirect free hit is taken as specified in [paragraph 3.2 of Article 9](#) of the present Rules.

3.6 In the case of any other fouls, the indirect free hit will be taken at the same place where the foul was committed.

4. GOAL SCORED FROM AN INDIRECT FREE HIT

4.1 A goal scored from an indirect free hit will be valid only when, before it enters the goal cage, the ball has been touched or played by any other player.

4.2 The goal will not be validated when the ball enters the cage directly without having been touched by a stick or player. The game will restart with a face-off, to be executed in any of the lower corners of the respective penalty area.





ARTICLE 29

DIRECT FREE HIT AND PENALTY SHOT



1. PLACES FOR THE EXECUTION OF PENALTY SHOT AND DIRECT FREE HIT

The direct free hit and penalty shot are always taken on the offender's team half of the rink, and on the specific marks, as follows:

- 1.1 The spot for the penalty shot is on the superior line of the penalty area, at a distance of five meters and forty centimetres (*5,40 meters*) in front of the centre of the goal line.
- 1.2 The spot for the direct free hit is situated at seven meters and forty centimetres (*7,40 meters*) in front of the centre of the goal line.

2. PROCEDURES OF MAIN REFEREES WHEN A PENALTY SHOT OR DIRECT FREE HIT IS TAKEN

- 2.1 The player executing the penalty shot or direct free hit is allowed maximum 5 (*five*) seconds, with the ball stationary, to start the execution of the hit – *time is controlled by one of the Main Referees by means of specific signs* – without the Main Referees having to whistle.
 - 2.1.1 The direct free hit or penalty shot – *even when, in this last case, to untie the score* – may be executed by the goalkeeper of the team that benefits from the foul, provided he keeps her/his leg-guards on, but not her/his mask and protection gloves.
- 2.2 The players who do not take part in the execution or defence of the hit must place themselves on the other half of the rink, inside the penalty area; they are only allowed to move and actively participate in play when the ball was touched or hit for the penalty shot or direct free hit.
- 2.3 One of the Main Referees places himself in front of the players mentioned in the paragraph above, at approximately 1 (*one*) meter distance, to control their position. When everything is in order, he will raise one arm vertically to inform the other Main Referee that he may give order to execute the penalty or direct free hit.
 - 2.3.1 The players mentioned in paragraph 2.2 of this Article may not participate again in the game – *being allowed to place themselves anywhere in the other half of the rink* – when one of the following situations occur:
 - a) Execution of penalty shots to untie the score.
 - b) Execution of a penalty shot or direct free hit signalling the end of one of the match's periods.
- 2.4 The other Main Referee places himself at approximately 1 (*one*) meter distance of the side-line of the penalty area and at approximately 1 (*one*) meter distance of the inferior-line of the penalty area, in order to control the goalkeeper's position, and – *after receiving the signal given by the other Main Referee, but never whistling* – proceeds as follows:
 - 2.4.1 Raise one arm vertically, to indicate that the execution of the PENALTY or direct free hit may initiate;
 - 2.4.2 The other arm – *horizontally at waist height* – makes a maximum of 5 (*five*) movements sideways – *one movement for every second* – to count the 5 (*five*) seconds time allowed to initiate the execution of the penalty shot or direct free hit.
 - 2.4.3 The player executing the penalty shot or direct free hit may strike or touch the ball as soon as the Main Referee raises her/his arm.
 - 2.4.4 The execution of the penalty or of the direct free hit – *as well as the counting of the time of the game by the Timekeeper* – will only be restarted at the moment the ball was struck or touched by the player executing the penalty shot or the direct free hit.
- 2.5 None of the teams is allowed to make a player enter the rink – *neither for a substitution, nor upon conclusion of power-play time* – from the moment the execution of the penalty shot or the direct free hit is signalled until its conclusion.
 - 2.5.1 In case of violation of the above, the Main Referees will not interrupt the game immediately – *they will wait for the outcome of the penalty or of the direct free hit* – and only afterwards proceed as established in next paragraphs.
 - 2.5.2 When a goal is scored, they must always validate it, without prejudice of – *afterwards* – applying the disciplinary sanctions established in paragraphs 2.5.3, a) and b) of this Article.
 - 2.5.3 If no goal was scored, the game is immediately stopped and the following measures taken:
 - a) Red card to the player who entered the rink illegally, as well as to the Main Coach or – *in her/his absence and in this order* – to the Assistant Coach, or to one of the Delegates, or to the Captain on the rink.
 - b) Sanction the offender's team with two different power-plays, according to paragraph 1.3 of Article 10.
 - c) If the foul was committed by a player of the team that suffered the sanction, the penalty shot or the direct free hit will be repeated.
 - d) If the foul was committed by a player of the team that was executing the penalty or the direct free hit, a direct free hit will be ordered against the offender's team.
- 2.6 When the player in charge of the penalty or of the direct free hit commits a foul – *as set out in paragraphs 4.3 and 5.2 of this Article* – the Main Referees will stop the game immediately, signal a technical foul to this player and sanction his team with an indirect free hit, to be taken on the penalty or direct free hit spot.

3. GENERAL RULES CONCERNING THE GOALKEEPER WHEN DEFENDING A PENALTY SHOT OR DIRECT FREE HIT

3.1 OBLIGATORY PRESENCE OF A GOALKEEPER IN THE GOAL CAGE

When a team is technically punished with a penalty shot or a direct free hit, the presence of a goalkeeper to defend this team's cage is mandatory.

- 3.1.1 If the goalkeeper was replaced by a floor player, the penalty or direct free hit will only be executed after the substitution of the floor player by a goalkeeper.





3.1.2 If – *as consequence of disciplinary sanction or injury* – there is no goalkeeper available, a floor player will replace him under the conditions established in paragraph 5.1 of Article 16.

3.2 RESTRICTIONS TO THE GOALKEEPER'S MOVEMENTS WHEN DEFENDING A PENALTY SHOT AND DIRECT FREE HIT

When a penalty shot or direct free hit is executed against her/his team, the goalkeeper must:

3.2.1 Stand on both skates, front axles (*breaks or wheels*) on the goal-line.

3.2.2 Hold her/his stick against her/his two skates, horizontally and parallel to the goal-line, and also:

3.2.3 The hand holding the stick does not lean on the cage or floor

3.2.4 Her/his free hand remains static, and not in contact with goal cage or floor



3.2.5 Not make any movement to defend her/his cage before the ball is being struck or touched by the player in charge of the penalty shot or direct free hit.

3.3 PENALTIES FOR GOALKEEPER'S OFFENCES WHEN DEFENDING A DIRECT FREE HIT OR PENALTY SHOT

When the goalkeeper moves before the player in charge of the penalty shot or direct free hit touches the ball, the following procedures must be followed:

3.3.1 At the goalkeeper's first offence, he will receive a verbal warning; the Main Referees will place themselves in front of the offender – *who must stand up* – and give him the "warning" that he should not repeat the same offence.

3.3.2 At the goalkeeper's second offence – *on occasion of the same penalty shot or direct free hit* – he will receive a blue card or – *if the second offence was committed during a penalty shot to untie the score* – a red card.

3.3.3 In consideration of Article 10, the offending goalkeeper's team is punished with power-play, except when the penalty shot is performed to untie the score.

3.3.4 If the first reserve goalkeeper was also suspended or expelled – *in consideration of paragraphs 3.3.1 and 3.3.2 of this Article* – he must be replaced by a floor player or by another goalkeeper (*who would be registered on the official Match Report*).

3.3.5 If a second reserve goalkeeper should also be suspended – *in consideration of paragraphs 3.3.1 and 3.3.2 of this Article* – the Main Referees will end the game, and give detailed information on the official Match Report.

3.4 When – *even though the goalkeeper moved before the execution of the penalty or direct free hit* – the player in charge of the penalty shot or direct free hit made – *almost simultaneously* – a direct shot at the cage and scored a goal, the Main Referees must ensure the following procedures:

3.4.1 Not validate the goal when one of the Main Referees already whistled to stop the game; the offending goalkeeper is punished – *according to paragraphs 3.3.1, 3.3.2 and 3.3.3 of this Article* – and the penalty or direct free hit must be repeated.

3.4.2 Validate the goal when the game was not yet stopped by one of the Main Referees; the offending goalkeeper is punished – *according to paragraphs 3.3.1, 3.3.2 and 3.3.3 of this Article*.

4. OFFENCES COMMITTED "INSIDE" THE OFFENDER'S PENALTY AREA

4.1 FOULS NOT SANCTIONABLE WITH A PENALTY SHOT

The following fouls will not be sanctioned with a penalty shot :

4.1.1 When the ball rises above one meter and fifty centimetres (*1,50 meters*) high, as a result of a movement of the stick of a player who was "inside" her/his penalty area – *regardless of it being a foul committed intentionally or not*; this will be sanctioned with an indirect free hit, to be executed by the opposite team in one of the superior corners of the penalty area.

4.1.2 When the ball is retained or deflected as a result of an unintentional action – *rebound on the body, skates or stick* – of a player who was "inside" her/his penalty area; this situation will not be sanctioned by the Main Referees.

4.2 FOULS SANCTIONABLE WITH A PENALTY SHOT

4.2.1 The Main Referees must be strict to punish – *with a penalty shot* – all serious and/or major fouls that are committed – *near the ball or away from the ball* – on opponents who are "inside" the cage area of the offending player or goalkeeper, keeping in mind – *according to paragraph 3 of Article 3 of the Technical Rules* – that the line markings are part of the area.





- 4.2.2** The Main Referees must give special attention and punish with the same zeal and rigour all fouls committed on opponents situated in the penalty area of the offender, namely:
- When a goalkeeper – *intentionally* – prevents the ball from being played, grabbing it with her/his hand, lying on it or holding it between her/his legs or gloves.
 - When a player or goalkeeper grasps, pushes, charges or illegally blocks an opponent who – *away from the ball* – moves to receive a pass from a team-mate or to occupy a more favourable position near the cage of the offending player.
 - A foul committed, when defending the cage, by a goalkeeper or player – *regardless of it being committed intentionally or not* – that contributed to prevent a goal from being scored against the offending player or goalkeeper's team.

4.3. GENERAL RULES TO CONSIDER IN THE EXECUTION OF A PENALTY SHOT

- 4.3.1** The player in charge of executing the penalty shot must perform a straight shot – *aiming directly at the cage, according to the provisions established in paragraph 4.3.2 of this Article* – from a stationary position near the ball, on the penalty spot in the defensive zone of the punished team.
- 4.3.2** Safeguarding what is established in paragraph 4.3.4 of this Article, the player in charge of the penalty may choose to shoot again or play in whatever way, when he managed to resume possession of the ball, after his initial shot had been subjected to:
- A goalkeeper defence;
 - A rebound on the opposing team's cage; or
 - A rebound on the boards or fences of the rink located behind the opposing team's cage.
- 4.3.3** In the execution of the penalty cannot be carried out simulations and so it is not allowed to the player in charge of the penalty:
- Stop or make an irregular and unsteady movement with her/his stick to strike the ball;
 - Make – *before striking the ball with her/his stick* – a movement with this body or stick, trying to elude the opponent goalkeeper and cause him to commit a foul susceptible to be punished disciplinarily;
 - Not comply with the proceedings established in paragraph 4.3.1 of this Article for the penalty execution;
 - Initiate the execution of the penalty shot when exceeded the 5 (*five*) seconds allowed to that end.
- 4.3.4** In the case of a penalty shot taken at the end of playing time of one of the periods of the game or a penalty shot to untie the score, the ball may not be played again, as it is not in play anymore after the execution of the penalty shot.

5. FOULS COMMITTED "OUTSIDE" THE PENALTY AREA OF THE OFFENDER

5.1 FOULS SANCTIONABLE WITH A DIRECT FREE HIT

- 5.1.1** The Main Referees must be strict to punish – *with a direct free hit* – all serious and/or major fouls that are committed – *near the ball or away from the ball* – on opponents who are "outside" the penalty area of the offending player or goalkeeper, keeping in mind – *according to paragraph 3 of Article 3 of the Technical Rules* – that the line markings are part of the area.
- 5.1.2** The Main Referees must also give special attention and punish with a direct free hit all technical fouls and/or team fouls that – *committed "outside" the penalty area of the offending player* – contributed, unquestionably, to prevent a possible goal to be scored by the opposite team.

5.2 GENERAL RULES TO CONSIDER IN THE EXECUTION OF A DIRECT FREE HIT

- 5.2.1** Safeguarding what is established in paragraph 5.2.4 of this Article, the player in charge of executing a direct free hit – *from the correspondent spot situated in the defensive zone of the punished team* – may choose one of the following execution methods:
- Make a straight shot directly aiming at the opponent's goal cage.
 - Transporting the ball towards the opponent's goal cage, trying to trick the goalkeeper and/or finishing – *compulsarily* – with a shot or swerve to the cage.
- 5.2.2** Safeguarding what is established in paragraph 5.2.4 of this Article, the player in charge of the direct free hit may choose to shoot again or play in whatever way, when he managed to resume possession of the ball, after his initial shot had been subjected to:
- A goalkeeper defence;
 - A rebound on the opposing team's cage; or
 - A rebound on the boards or fences of the rink located behind the opposing team's cage.
- 5.2.3** The execution of the direct free hit must comply with the following restrictions:
- The player in charge of the direct free hit must choose between:
 - A stationary position, near the ball, or
 - Making a run – *no stopping or simulations allowed* – from a maximum distance of 3 (*three*) meters from the spot chosen to execute the hit.
 - When executing a direct free hit no simulations are allowed; the player in charge is not allowed to:
 - Make a stop or an irregular and unsteady movement with her/his stick to strike the ball
 - Make – *before striking the ball with her/his stick* – a movement with this body or stick, trying to elude the opponent goalkeeper and cause him to commit a foul susceptible to be punished disciplinarily;



- Not comply with the proceedings established in paragraphs 5.2.1 and 5.2.2 of this Article for the direct free hit execution, choosing to retain possession of the ball, endorsing it after a colleague, without making any shot or deviation of the ball towards the opponent's goal.
 - Choose to retain the ball, passing it then to a team-mate, not shooting or moving the ball in direction of the opponent's cage.
- c) The execution of the direct free hit may not be initiated when exceeded the 5 (*five*) seconds allowed to that end.

5.2.4 In the case of a direct free hit executed at the end of playing time of a period of the game, the ball may not be played or shot again, as it is out of play after the conclusion of the initial shot.

6. EXECUTION OF PENALTY OR DIRECT FREE HIT SIGNALLED AT THE END OF PLAYING TIME



6.1 When a foul occurs – *at the exact moment the Official Table sounds the end of a period of the game* – that must be sanctioned with a penalty shot or direct free hit – *including, if the case, the situations in which paragraph 3.3.1 of Article 25 is applicable* – the Main Referees will ensure its execution – *in consideration of paragraphs 4.3 or 5.2 of this Article* – and taking in account the following restrictions:

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6.1.1 In case of a direct free hit – *like it is established for a penalty* – it must be executed with a direct shot; it is not allowed to simulate or transport the ball.

6.1.2 After the execution of the penalty shot or direct free hit it is not allowed to charge again.

6.2 According to the outcome of the penalty shot or direct free hit at the end of regular playing time, the Main Referees will ensure the following:

6.2.1 Except for paragraphs 1.4 and 2.5 of Article 5 of these Rules, when a valid goal is scored, the Main Referees must officially validate it, ordering the "centre pass", and immediately afterwards whistle the end of the period or game.

6.2.2 If no valid goal was scored because of irregular actions committed by the defending Goalkeeper during the execution, the Main Referees will order the penalty shot or direct free hit to be repeated.

6.2.3 If no goal was scored – *and no foul or irregular action was committed by the defending goalkeeper* – the Main Referees will whistle immediately to end the period or game.

7. PUNISHMENT FOR FOULS BY PLAYERS WHO DO NOT TAKE PART IN THE PENALTY OR DIRECT FREE HIT

7.1 Except for paragraph 2.3.1 of this Article, a player who *has no direct participation in the execution of the penalty shot or direct free hit, and is positioned inside the cage area of the team that benefits from the foul* will only be allowed to leave that place or skate in the direction of the ball after the player in charge of the penalty shot or direct free hit struck or touched the ball.

7.2 Safeguarding what is established in paragraph 7.3 of this Article, when a violation of the above paragraph occurs, the Main Referee who controls the position of the players must ensure – *in conformity with paragraph 2.2 of Article 25 of these Rules* – the following:

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7.2.1 In case it is the first foul committed – *during the penalty or direct free hit concerned* – by a player of one of the teams, he must receive a verbal warning, being "warned" – *as well as the other players of her/his team* – that repeating the foul will entail a blue card for the offender. Then, the penalty shot or direct free hit will be ordered to be repeated.

7.2.2 If, during the repetition of the same penalty shot or direct free hit, a new foul is committed – *by the same offender or by another player of the same team* – the offender will immediately be awarded a blue card, suspending him from the game, and her/his team sanctioned with the correspondent power-play, according to Article 10 of these Rules. Then, the penalty shot or direct free hit will be ordered to be repeated.

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7.3 When the foul is committed after the execution of a penalty was initiated, the Main Referees will always wait for the outcome of the shot, and afterwards ensure the following procedures:

7.3.1 When a goal is scored, it must always be validated, ensuring afterwards – *but only when it is a repeating of the same foul* – the disciplinary sanction to the offender and her/his team, according to paragraph 7.2 of this Article.

7.3.2 When no goal is scored, the Main Referees will stop the game immediately, and ensure the following procedures:

a) When the foul is committed only by a player or players of the team that benefits from the penalty shot, the shot will not be repeated; the game will start again – *after applying the disciplinary measures set out in paragraph 7.2 of this Article* – with an indirect free hit against the offending team, to be executed in one of the superior corners of the cage area.

b) When the foul is committed only by a player or players of the team sanctioned with a penalty shot – *or by players of both teams* – the shot will always be repeated, immediately after awarding the disciplinary sanction set out in paragraph 7.2 of this Article.

7.4 With regard to the direct free hit – *and being necessary to give attention to the method chosen by the player in charge of the hit* – the Main Referees will ensure the following procedures:

7.4.1 When the player in charge of the direct free hit chooses to shoot directly at the cage, the following must be applied:

a) When a goal is scored, the procedures in paragraph 7.3.1 of this Article.

b) When no goal is scored, the procedures in paragraph 7.3.2 of this Article.

7.4.2 When the player in charge of the direct free hit chooses to transport the ball, the game will be immediately stopped, and ensures the procedures in paragraph 7.3.2 of this Article.



CHAPTER VII

PROTESTS

ARTICLE 30

PROTESTS



1. ADMINISTRATIVE PROTESTS

- 1.1 "Administrative protests" are motivated by irregularities or violations – *bad state of the rink, deficient markings on the rink, irregular goal cages, etc.* - of the Technical Rules.
- 1.2 To be considered valid, "administrative protests" must be notified to the Main Referees of the game – *by the team Delegate and by the team Captain* – before the start of the match.
- 1.3 When receiving an "administrative protest", the Main Referees will act as follows:
 - 1.3.1 Inform the delegate and captain of the opposite team of the protest.
 - 1.3.2 On the official Match Report – *on the place identified as "Declaration of protest"* – write the grounds of the protest, and, immediately afterwards, make the delegates and captains of both teams sign
 - 1.3.3 Proceed to the identification and examination of the alleged irregularities – *together with the delegates and captains of both teams* – in order to confirm if the protest is pertinent and, if so, if they can be corrected and/or if they compromise the taking place of the game.
- 1.4 When the Main Referees consider that the match cannot take place on the premises, they must immediately proceed as specified in Article 7 paragraph 2 of the present Rules.
- 1.5 In any case, the Main Referees must draft a separate Confidential Report, complementary to the official Match Report, writing down all steps and decisions taken concerning the protest.

2. TECHNICAL PROTESTS

- 2.1 "Technical protests" are motivated by "law errors" – *alleged "false judgements" or technical errors of refereeing* – that may have been committed by the Main Referees in the game.
- 2.2 To be considered valid, a "technical protest" must be notified on the rink *by the team captain* to the Main Referees of the game, making use of a stoppage in the game or immediately after the end of the game.
- 2.3 When receiving a "technical protest", the Main Referees will act as follows:
 - 2.3.1 Inform immediately the captain of the other team *or, in her/his absence, the second captain*, of the intent to protest the game.
 - 2.3.2 Write on the official Match Report the grounds of the protest – *on the place identified as "Declaration of protest"* – and immediately afterwards, make the delegates and captains of both teams sign the official Match Report.

3. CONFIRMATION OF PROTESTS

All protests, both "administrative" and "technical", must afterwards be confirmed by the body responsible for the team that filed the protest – *per official letter accompanied by the proper fee* – within the delay and according to the rules established by the organiser of the competition, namely:

- 3.1 CIRH or the organizer Technical Committee of a Continental Confederation, in case of international competitions (*of national selection teams or clubs*).
- 3.2 National Federations, in case of clubs' competitions organised in a FIRS member country.



CHAPTER VIII

APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES

ARTICLE 31

RINK-HOCKEY REGULATIONS – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES



1. The Rules of the Game and the Technical Rules of Rink-Hockey were approved together at the CIRH – Comité International de Rink Hockey General Assembly held on 8th October 2008, in Yuri-Honjo, Japan. Further corrections and explanations were approved by the CIRH Executive Committee in 2009 and 2010.
2. These Rules of the Game and Technical Rules enter in force together on the following date: 1st January 2011, for all the International Confederations and Federations of FIRS.
3. Any proposal of changes that may be presented in the future with regards to the Rules of the Game and to the Technical Regulation will have to be submitted for the approval of the CIRH General Assembly, according to the FIRS/CIRH Statutes and General Regulation.